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Official U.S. PlayStation Magazine Issue 73 (October 2003)

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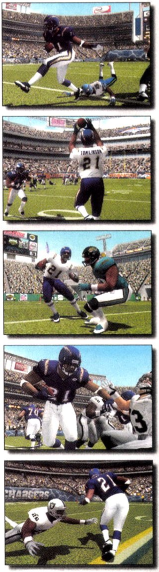

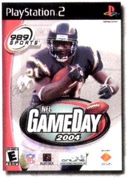

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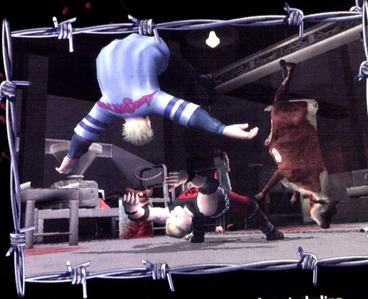
"JACKASS MEETS THE SQUARED CIRCLE IN AMERICA'S BACKYARD"

OFFICIAL PLAYSTATION MAGAZINE



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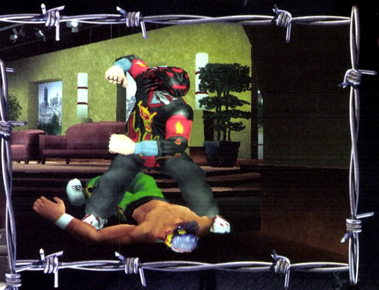
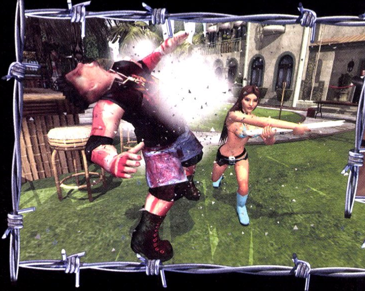


Interactive and destructible environments let you rearrange more than your opponent's face.



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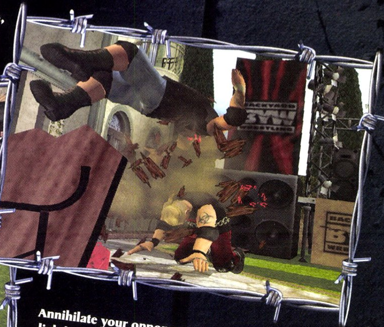

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MATURE 17+
M
CONTENT RATED BY ESRB
Blood
Intense Violence
Mature Sexual Themes
Strong Language

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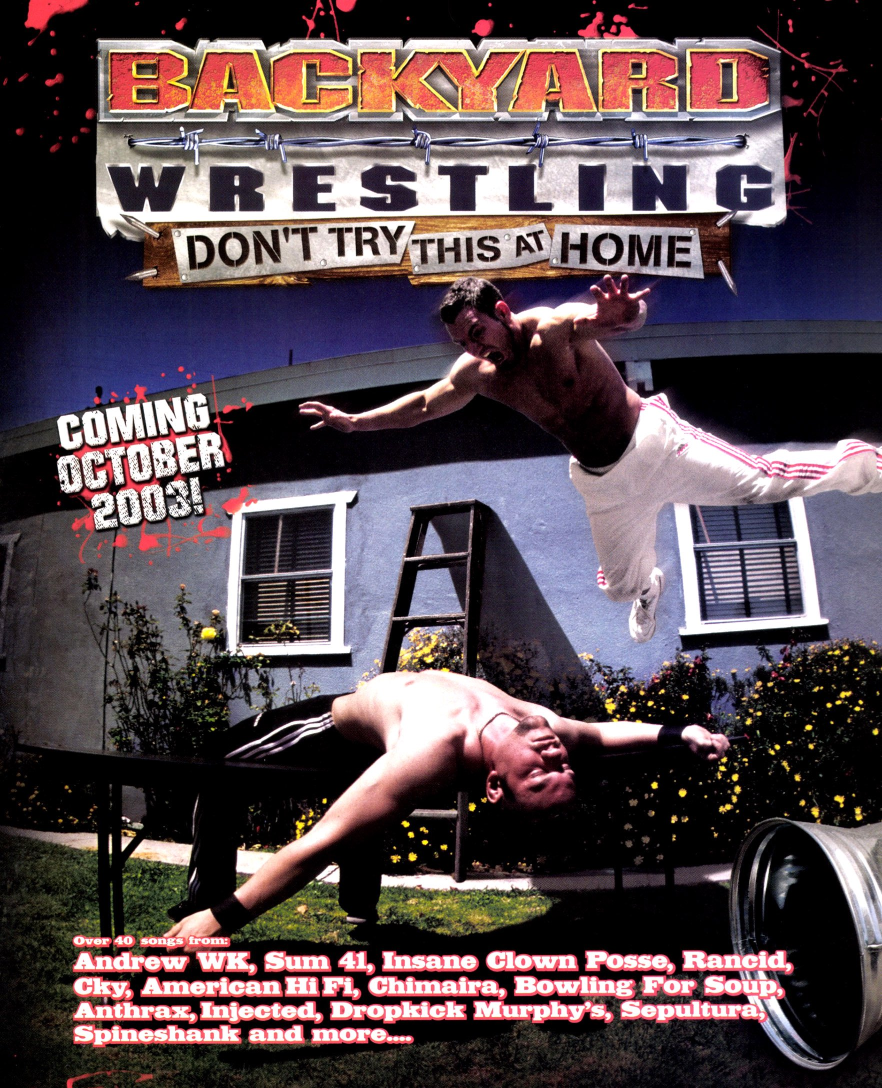
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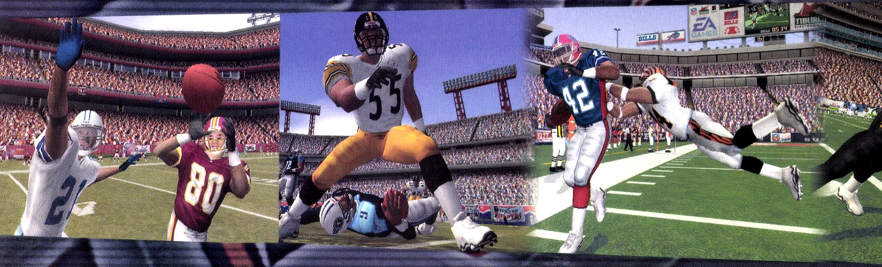

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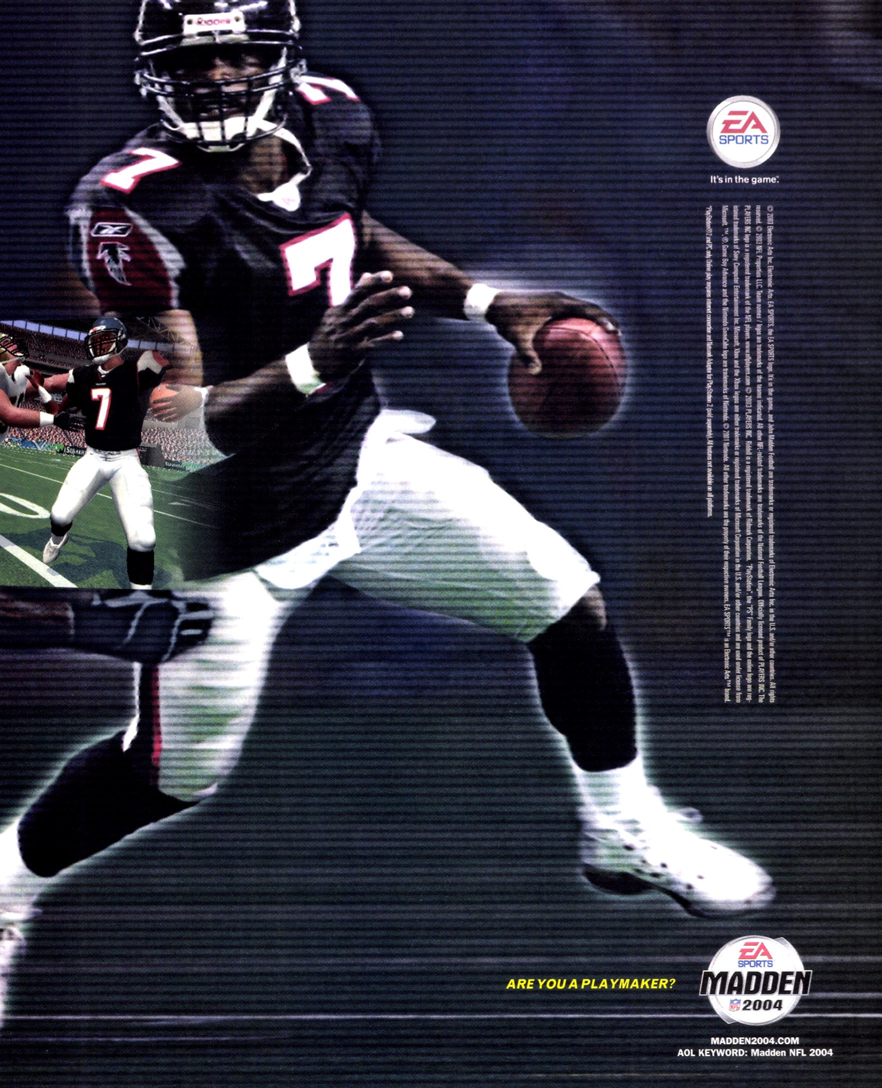

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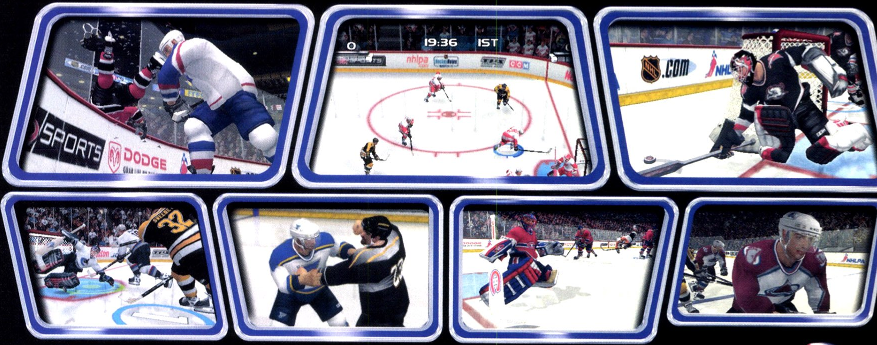

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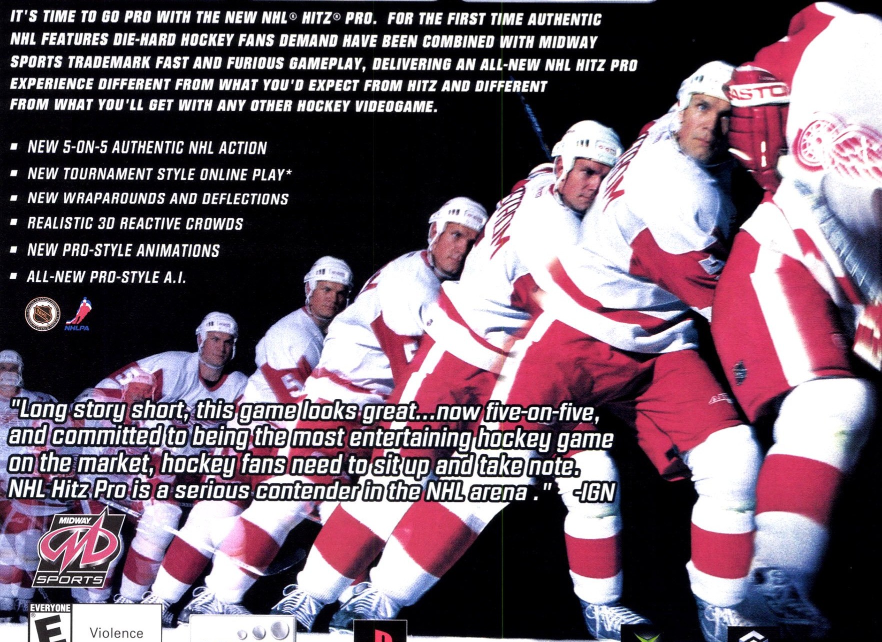

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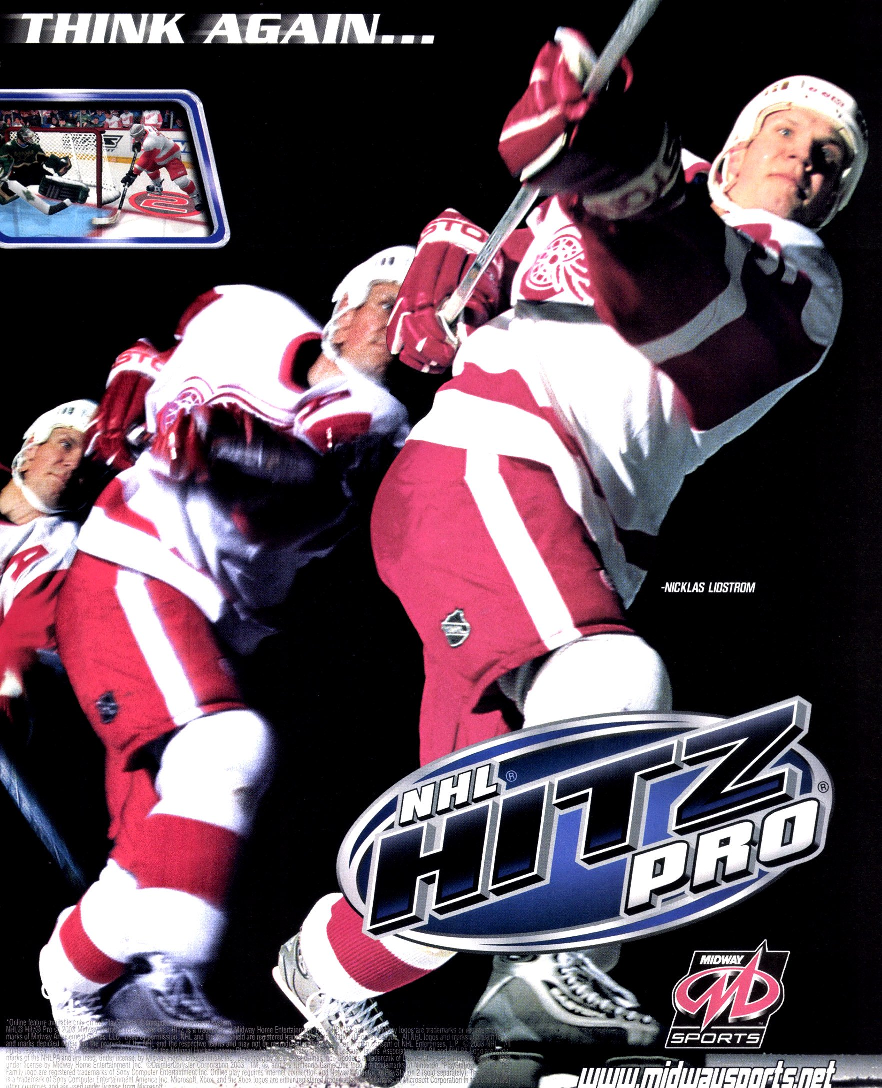

*Online feature available only on the PlayStation®2 computer entertainment system.
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Cartoon Violence
GAME BOY ADVANCE
PlayStation 2

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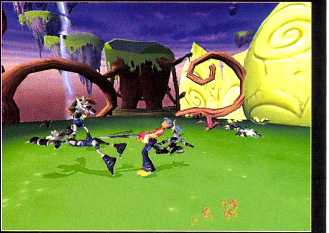
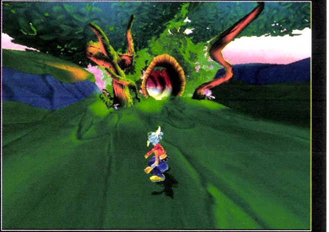
Might as well jump.

EN FRANÇAIS
Kya developer Eden Studios is based in France. Notice the similarity in artistic style to games like *Rayman* and *BG&E*?

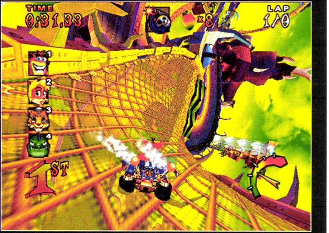




KYA: DARK LINEAGE

You know those dreams where you're falling, falling, falling—and then you suddenly wake with a jolt? Now, imagine capturing that thrilling sensation in a game. Actually, don't bother, since *Dark Lineage*, a pretty platform adventure starring a boomerang-tossing gal, includes free-falling segments as a major gameplay feature. We're even told these nifty bits employ some "advanced wind dynamics."

Publisher: Atari **Developer:** Eden Studios **Release Date:** November



CRASH NITRO KART

We've finally had a go with the first non-Naughty Dog-developed *Crash* kart-racing game. It doesn't suck. We won't go so far as saying it's as good as the original (anywhere *near* as good as the original)—that's what next month's review is for—but our previewable copy seems solid enough. Expect the final version to include 17 characters and 18 tracks to race through, with controls just like *Crash Team Racing*.

Publisher: VUG (Universal Int.) **Developer:** Traveller's Tales **Release Date:** November

JAK II

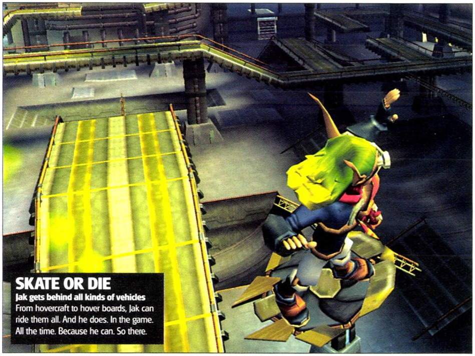
HANDS ON

Jak be nimble, Jak be quick

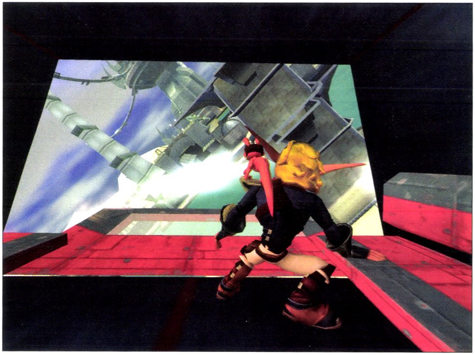
By now you've likely heard about Jak's transformation from silent (read: bland) hero to dark, broody antihero. While it may sound like a cynical marketing ploy ("Oh look, Gen-Xers like edgy. We'll make him edgy!"), it actually comes across quite naturally, lending Jak some desperately needed character. The story is also a lot more intriguing, and, as expected, the animation and voice acting are spectacular.

But the gameplay, well—it's interesting. On top of the standard (but well-done) platformy bits, Naughty Dog has added a *Grand Theft Auto*-style mission and map structure. You can wander through a city teeming with people and vehicles, fulfilling mission objectives at your will. Nearly every passing hovercraft is ripe for jacking with a quick press of the Triangle button. A great idea for a platform adventure, but, truth be told, we're still not convinced it makes the game better.

Publisher: Sony CEA **Developer:** Naughty Dog **Release Date:** October



SKATE OR DIE
Jak gets behind all kinds of vehicles
From hovercraft to hover boards, Jak can ride them all. And he does. In the game. All the time. Because he can. So there.



OPM DEMO DISC

PLAYGROUND

True Crime
SSX 3
Hulk
Roadkill
ESPN Hockey
Ratchet and Clank 2

VIDEOS

Ratchet and Clank 2
ESPionage
Tak & the Power of JuJu
Whiplash
XIII
Cy Girls

INSIDE THE GAME

GT 4 unveiled at E3
Final Fantasy XI introduced at E3
Medal of Honor Part 3: Making the Game
Jak II

COOL MOVES

Enter the Matrix
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EXTRAS

Celebrity Gamer: James Marsters
Gamer Advisory Panel – Auditions and E3 stories

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- SSX 3
- Hulk
- Roadkill
- ESPN Hockey
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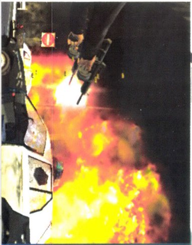
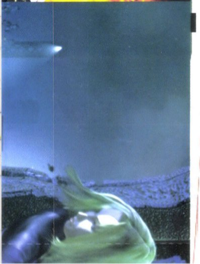
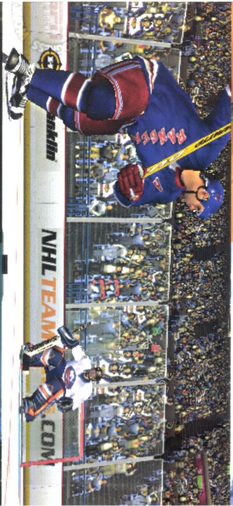
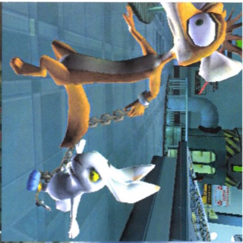


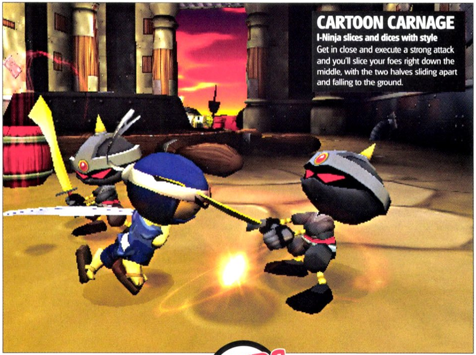






www.realultimatepower.net
We've plugged this site too many times already, but it remains the ultimate "Official Ninja Webpage."

REDNECK SUPERHEROICS
Monster 4x4 includes trucks called Wolverine and Spider-Man, each based on Marvel characters.



CARTOON CARNAGE

I-Ninja slices and dices with style
Get in close and execute a strong attack and you'll slice your foes right down the middle, with the two halves sliding apart and falling to the ground.

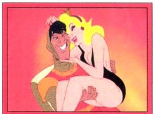
I-NINJA

HANDS ON

Cute and deadly

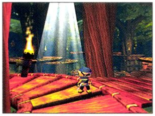
Early contender for best new character of the year? I-Ninja. But lest you think we're unduly charmed by his too-cute ninja antics, we're happy to report the little guy's got mad game to back up his slick style. *I-Ninja*, in fact, blatantly borrows from every platformer before it, although the levels are all built with a humorous wink toward old-school gamers. One area, for example, finishes up with I-Ninja atop a *Monkey Ball*–esque, er, monkey ball, bowling down baddies (literally) while avoiding obstacles. Another level sets I-Ninja inside a giant mecha so he can take on his robo-foe in a *Punch-Out!!*-style bout. While it may sound a bit derivative, it's pulled off with enough panache to make it tons of fun. But the best part about *I-Ninja*? It stars a ninja! Our hero can do all kinds of badass ninja things, like running on walls, tossing shurikens, and kicking butt with his katana. Seeing his foes getting sliced in half is just too cool.

Publisher: Namco **Developer:** Argonaut **Release Date:** October



ANIMATED NINJA

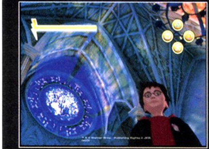
I-Ninja gets some professional help
In a move that excited Chris Baker and, well, no one else at *OPM*, Namco has signed animators Don Bluth and Gary Goldman (*Dragon's Lair, Titan A.E., The Secret of NIMH*) to create and direct the in-game cinematics along with the opening and closing movies.



DR. SEUSS' THE CAT IN THE HAT

Publisher: Vivendi Universal
Developer: Magenta Software
Release Date: November

We've seen gameplay formulas mimicked before, but *Cat's* aping of *Klonoa* ranks among the most blatant. We just hope it's half as good.



HARRY POTTER AND THE SORCERER'S STONE

Publisher: EA Games
Developer: EA UK/Warthog
Release Date: October

Remember the PS1 *Harry* game from 2001 based on the first book? This is the same thing, only prettier and with "updated gameplay."

HARRY POTTER: QUIDDITCH WORLD CUP

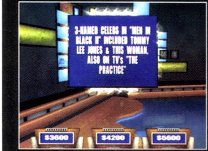
Publisher: EA Games
Developer: EA UK
Release Date: October

Guide your team of seven chasers, beaters, keepers, and seekers to the championship in this quidditch sim. Yes, a *quidditch sim*!

MONSTER 4X4: MASTERS OF METAL

Publisher: Ubi Soft
Developer: Ubi Soft Barcelona
Release Date: November

Every Sunday can be "Sunday! Sunday! Sunday!" with this monster-truck follow-up to the crappy *Monster Jam: Maximum Destruction*.


3-NAMED CELEBS IN "MEN IN BLACK II" INCLUDED TOMMY LEE JONES & THIS WOMAN, ALSO ON TV's "THE PRACTICE"
$3600
$4200
$5600

JEOPARDY!

Publisher: Atari
Developer: Artech
Release Date: October 21

The first PS2 *Jeopardy!* includes more than 5,000 answers to questions such as this one shown. "Who is Lara Flynn Boyle, Alex?" Damn, we're good!

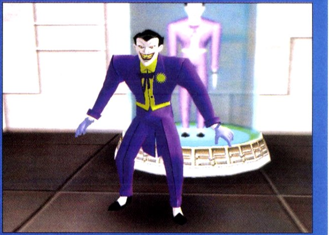
BOB - $1950
:57
AROUND THE HOUSE
COM TER
MON TOR
SPIN
SOLVE
BUY A VOWEL

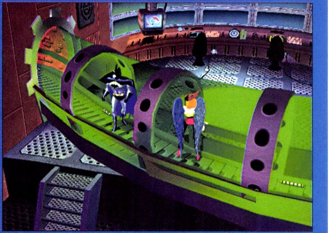
WHEEL OF FORTUNE

Publisher: Atari
Developer: Artech
Release Date: October 21

Wheel of Fortune makes its PS2 debut with 3,200 puzzles to solve. Like in *Jeopardy!*, track your personal stats and take sample qualifying contestant exams.

★★★★½ *OPM*'s rating of the original *SpyHunter* for PS2. Play it!

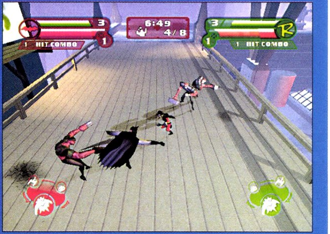




JUSTICE LEAGUE

Midway led us to believe it had a PS2 *Justice League* game in the works well over a year ago, but only now are we actually seeing anything. Just as you'd hope in a game based on the Cartoon Network TV show, you play as every League member—Superman, the Flash, Wonder Woman, Batman, Hawkgirl, Green Lantern, and Martian Manhunter—in an attempt to thwart the Injustice League's evil plans.

Publisher: Midway **Developer:** Traveller's Tales **Release Date:** 2004



BATMAN: RISE OF SIN TZU

Batman has always been the brooding sort—if you prefer more lighthearted crime fighting, *Rise of Sin Tzu* lets you play as fellow Gotham Knights Robin, Nightwing, and Batgirl. If the straightforward beat-em-up action proves too much, tag a friend for some co-op; the game even rewards you for assisting each other. *Rise*'s coolest feature, though, has to be the new supervillain Sin Tzu, designed by superartist Jim Lee.

Publisher: Ubi Soft **Developer:** Ubi Soft Montreal **Release Date:** November

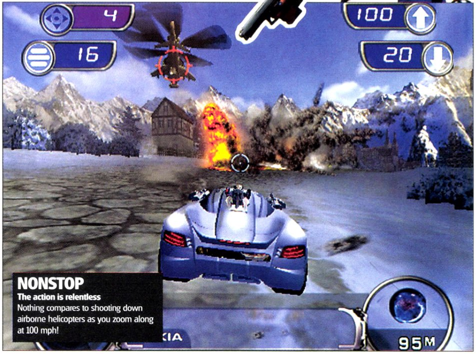
SPYHUNTER 2

Hunters 2, Spies 0

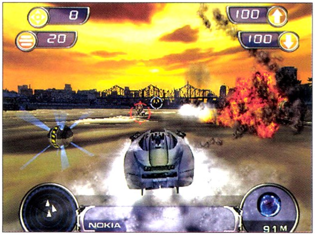
By turning development of *SpyHunter 2* over to Angel Studios (*Midnight Club, Smuggler's Run*), Midway has ensured that the driving side of the game is in good hands. With that sorted out, the designers have the resources to make some changes to the other facets of gameplay.

The new vehicle, the G-8155 Interceptor, can perform two new transformations: snowmobile and 4x4. You also have more weapons and defenses at your disposal, including an auto-tracking turret. Best of all, though, are the changes made to the weapons van: Now there are two models (one is airborne), and when your Interceptor is safely off the road, you gain access to a turret stationed in the van that allows you to blast the holy hell out of any enemies attempting pursuit. Expect lots of scripted events across the game's 16 levels, many of them having to do with a mysterious female agent. Rrrowr!

Publisher: Midway **Developer:** Angel Studios **Release Date:** November



NONSTOP
The action is relentless
Nothing compares to shooting down airborne helicopters as you zoom along at 100 mph!



ROAD TRIP
Are we there yet?
For *SpyHunter 2*'s new boss battles, Angel has designed a system it calls the Endless Highway. This technology generates roadway on the fly, throwing in twists and turns at random, so that no two boss battles (even with the same boss) are the same.

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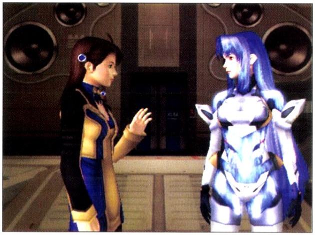
CONTENT RATED BY ESRB

PAIN IN THE ASS
In Japan, her name is pronounced "pine," but here, Paine will be pronounced how it looks: "pain."

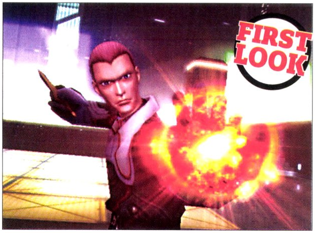


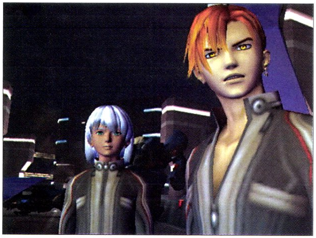
XENOSAGA EP. II JENSEITS VON GUT UND BOSE

The other Beyond Good and Evil

Shion Uzuki has lost her glasses, and that's the least of the changes fans will find in Monolith's sci-fi sequel to *Xenosaga*. *Episode II*, subtitled after another Friedrich Nietzsche tome, features a complete redesign of the entire cast, giving everyone a more realistic look for the second installment in the six-part epic. Shion and KOS-MOS are moving into supporting roles while Jr. takes the lead in this new episode. Meanwhile, the game's staff is shuffling around as well. Character artist Junya Ishigaki is lending his pen to mecha design this time out, giving new AGWS units Asher and Issachar a striking angular look, and composer Yasunori Mitsuda has left his position in favor of Yuki Kajiura, who composed *Blood: The Last Vampire*'s soundtrack.

Publisher: Namco **Developer:** Monolith Soft **Release Date:** TBA (our guess: late 2004)





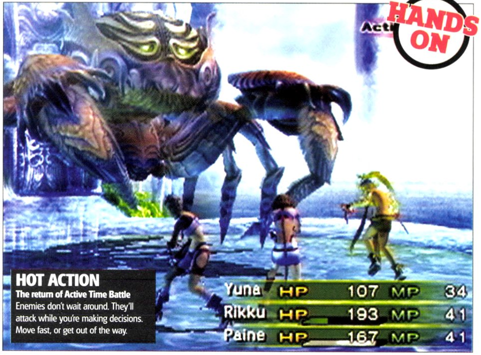
FINAL FANTASY X-2

Brilliantly bizarre

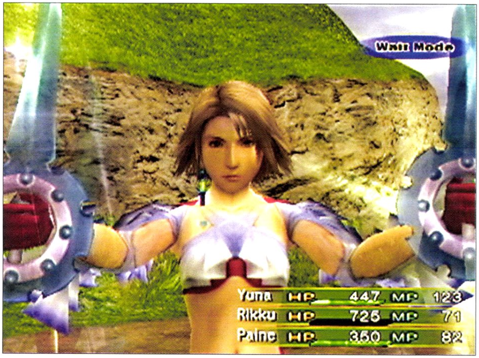
Seeing screens is one thing. Playing the game in Japanese is another. But playing *Final Fantasy X-2* in English is something totally different.

We knew it would be fun. We knew it'd look great. We knew it'd be every bit a *Final Fantasy* as any other before it. But we had absolutely no clue how utterly bizarre and amazingly captivating it would be. With a mission-based structure and the ability to fly to different areas, *FFX-2* starts out with a lot more to offer the gamer. One mission, for example, is almost pure story, with Yuna sneaking around in a Moogle costume. Another sets you in a dungeon seeking out a sphere, fending off random battles, ending in a beautiful boss encounter. Yet another has you racing against the clock to beat a rival gang of sphere hunters to the treasure ahead. Battles are lightning fast, requiring quick thought and quicker action. Plus, it stars three hot chicks. What more could you want?

Publisher: Square Enix USA **Developer:** Square Enix **Release Date:** December

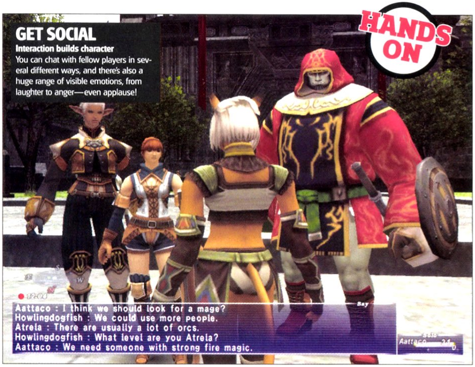


HOT ACTION
The return of Active Time Battle
Enemies don't wait around. They'll attack while you're making decisions. Move fast, or get out of the way.



FAMILIAR FACES

Yes, *FFXI* really is a *Final Fantasy* game—you'll play house with a Moogle, summon Shiva, and even run errands for Cid, chief engineer of Bastok.



Aattaco : I think we should look for a mage?
Howlingdogfish : We could use more people.
Atreia : There are usually a lot of orcs.
Howlingdogfish : What level are you Atreia?
Aattaco : We need someone with strong fire magic.

GET SOCIAL

Interaction builds character

You can chat with fellow players in several different ways, and there's also a huge range of visible emotions, from laughter to anger—even applause!

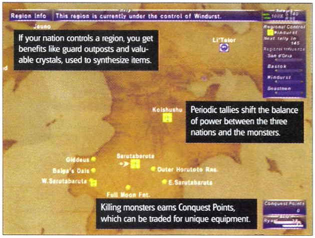
FINAL FANTASY XI

It's not as good as expected–it's better!

Just go ahead and quit your job right now. Drop out of school. Break up with your girlfriend. It's going to happen anyway. *Final Fantasy XI* is coming, and it's time to start preparing for your new life.

This time, it's not just the standard addiction common to online gaming. Want to live a peaceful life within the walls of your home city, doing odd jobs and crafting items for cash? No problem. Want to lead your nation in a fight to claim territories from the Beastmen and rival nations? You can do that, too. From standard RPG fetch quests to massive campaigns involving dozens of other human players, *FFXI* takes the familiar RPG format, renders it in beautiful 3D, and then adds a bigger, broader layer of human interaction and world conquest. Over the coming months, we'll keep popping back into Vana'diel to bring you updates from the ongoing public beta test, so stay tuned.

Publisher: Sony CEA **Developer:** Square Enix **Release Date:** Early 2004



If your nation controls a region, you get benefits like guard outposts and valuable crystals, used to synthesize items.

Periodic tallies shift the balance of power between the three nations and the monsters.

Killing monsters earns Conquest Points, which can be traded for unique equipment.

Note: All screens taken from PC version.

COMING SOON

The latest on what's coming out and when. (Just remember that no release date is ever final!)

SEPTEMBER		
Corvette	TDK	Celebrate 50 years of the Vette
Crouching Tiger, Hidden Dragon	Ubi Soft	Play the movie
DDRMAX2: Dance Dance Rev.	Konami	Get ready!
Dynasty Tactics 2	Koei	Sequel to a great strategy game
ESPN NHL Hockey	Sega	*NHL 2K4* no more
Freedom Fighters	EA	Kick Soviet ass
Galidor	EA	Based on un-Lego-like Legos
Gladius	LucasArts	A "Gladiatorial RPG"
Harry Potter: Sorcerer's Stone	EA Games	It's all pretty now
Ice Nine	BAM!	The next *Splinter Cell*?
Jimmy Neutron: Jet Fusion	THQ	The boy genius in action
Lethal Skies II	Sammy	Airborne warfare
MTV's Celebrity Deathmatch	Gotham	Beat the crap outta Carrot Top!
NASCAR Thunder 2004	EA Sports	More left turns
NBA Jam	Acclaim	Boom-shaka-laka!
NBA ShootOut 2004	Sony CEA	Play as the NBA's 50 greatest
NFL Blitz Pro	Midway	It's 11-on-11 now
NHL 2004	EA Sports	Hockey with a face-lift
NHL Hitz Pro	Midway	More realism in your *Hitz*
Risk	Atari	World domination
Robin Hood: Defender of Crown	Capcom	A classic PC game reborn
Rugby 2004	EA Sports	We don't get it, but we like it
The Simpsons: Hit & Run	Sierra/Fox	Best. *Simpsons* game. Ever.
Sphinx and the Cursed Mummy	THQ	A gorgeous platformer
Starsky & Hutch	Empire	Based on that '70s show
True Crime: Streets of L.A.	Activision	NOT a *GTA* clone...we swear!!!
Wallace & Gromit in Project Zoo	BAM!	Claymation platformer
Warhammer 40,000: Fire Warrior	THQ	Futuristic first-person shooter

Ice Nine

MTV's Celebrity Deathmatch

OCTOBER		
.hack//OUTBREAK	Bandai	Pseudo-MMORPG Part 3
Backyard Wrestling	Eidos	Barbaric...but promising
Baldur's Gate: Dark Alliance II	Interplay	Another great action-RPG
Batman: Rise of Sin Tzu	Ubi Soft	Batman beat-em-up
Bionicle: The Game	EA/Lego	Defend Mata Nui, brave Tao!
Conflict: Desert Storm II	Gotham	Return to 1991
Fallout: Brotherhood of Steel	Interplay	Like *Baldur's Gate*...with guns!
EyeToy	Sony CEA	Move that body!
FIFA Soccer 2004	EA Sports	As good as *Winning Eleven*?
Gladiator: Sword of Vengeance	Acclaim	Roman-themed hack-n-slash
Harry Potter: Quidditch WC	EA Games	Best quidditch sim available
The Haunted Mansion	TDK	Based on the ride/movie
kill.switch	Namco	Shoot lots and lots of baddies
Jeopardy!	Atari	Alex Trebek is smarter than you
Lowrider	Jaleco	All my friends get a little higher
Manhunt	Rockstar	The most dangerous game?
Mega Man X7	Capcom	Enter: Axl
Micro Mayhem	Jaleco	*Micro Machines*...but not
Monster Rancher 4	Tecmo	More Mocci!
RPG Maker 2	Agetec	Make your own game
SpongeBob SquarePants	THQ	Are ya ready, kids?
SSX 3	EA Big	It's one big mountain now
SWAT: Global Strike Team	Sierra	Team up, kick butt
Teenage Mutant Ninja Turtles	Konami	They're like no others
Wheel of Fortune	Atari	Buy some vowels, whydoncha?
Tony Hawk's Underground	Activision	Starring *you*
Whiplash	Eidos	Platformer hilarity
WWE SmackDown! HCTP	THQ	Bras, panties, fun
XIII	Ubi Soft	Cel-shaded FPS

IN THE ARENA, WARRIORS WILL CLASH. BLOOD WILL BE SPILLED. CHAMPIONS WILL
THE GODS WILL SEEK VENGEANCE. NOT EVEN DEATH CAN STOP A TRUE HERO.

MATURE 17+
M
CONTENT RATED BY ESRB

Blood and Gore
Intense Violence

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of E3" by IGN.com

"...this is one of the most beautiful platformers I've ever seen..."

-Play Magazine

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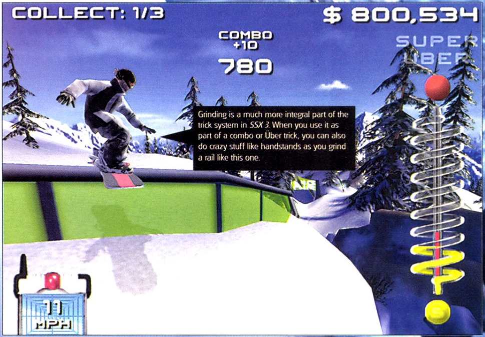
SSX 3

Six reasons SSX 3 rocks, hard

by John Davison



Grinding is a much more integral part of the trick system in *SSX 3*. When you use it as part of a combo or Über trick, you can also do crazy stuff like handstands as you grind a rail like this one.

Put your demo DVD into your PS2 and load the *SSX 3* demo. Although our demo is a very early version of the game, it's easy to get excited about the latest in EA Sports Big's mega-successful franchise. The original *SSX* was arguably the best game available when the PS2 launched, and *Tricky* was a welcome refinement that came a year later with extra characters, bigger courses, and more tricks. Both games sold about a million copies, making them the undisputed kings of the snowboarding mountain.

Like *Tony Hawk's Pro Skater 4* before it, *SSX 3* takes the basic boarding concept and opens it up as much as possible. By boiling the experience down to its essence, the new game begins exactly as you see it in the demo. There are no setup screens, no messing around with options–you load it up and you're dropped onto the mountain. From there, you're on your own.

CHILLED OUT

Character development is key
Familiar characters from the previous games return, but they've grown up a bit and are much more chilled out. Like Moby here with his cool new dreds.

THERE'S PLENTY OF FREEDOM

The previous *SSX* games offered plenty of different play modes but everything was accessed through menus, like most other games. *SSX 3* takes a leaf from *Grand Theft Auto*'s book and lets you cruise around looking for things to do. As you're working your way down the mountain, you'll find events to take part in. You can join in, or you can continue to work your way down the slopes. It's entirely up to you.

"Front ends on games are a necessary evil," Larry LaPierre, the game's producer, tells us. "We thought it would be great to take as much of it away as possible so we could just put you into the game right away. We really throw people into the experience at the beginning, but we don't want people thinking 'what do I do?' There's some narrative at the beginning of the game, and we keep everything moving with a DJ voice that you can hear on the radio. He's kinda like the event MC and gives insight into what different characters are doing."

You can get a taste of how the events present themselves in the demo. Work your way down the slopes for a while and you'll see signs on the track marked "Events" and "Info." Head toward the events and you'll find paths that lead to the first events in the game. The whole experience unfolds like this, and as you progress further, you'll buy ski lift passes that let you move up and down the mountain at will.

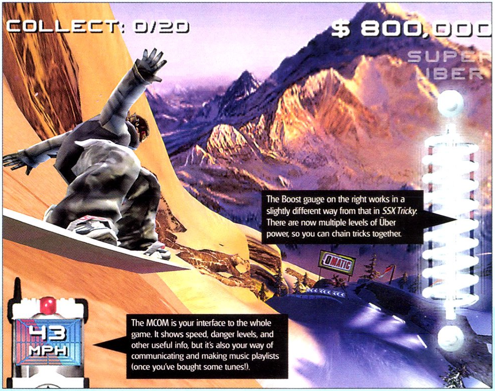
YOU CAN BE YOURSELF

Although there's a broad selection of characters (which you can see later in this feature), the new game doesn't force anything on you. "Whereas in the previous two games we had distinct characters that could do different things," LaPierre explains, "this time, the character selection is all about how you choose to look. All the characters are baselined at the beginning. They all have pretty much the same skills and your job is to build them up."

IT'S CUSTOMIZABLE

In the previous games, the MC would tell you, "You've gotta do tricks to boost." While this is still the case in *SSX 3*, you also have to do tricks and win events to earn cash. "We wanted to build something that would compel you to do all the tricks, to win all the races, to open everything up," LaPierre tells us. "Customizing your character is the key, and there's a ton of stuff for you to buy with the money you earn throughout the

SSX 3



The Boost gauge on the right works in a slightly different way from that in *SSX Tricky*. There are now multiple levels of Über power, so you can chain tricks together.

The MCOM is your interface to the whole game. It shows speed, danger levels, and other useful info, but it's also your way of communicating and making music playlists (once you've bought some tunes!).

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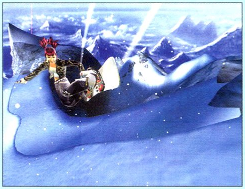


game.” Although the list of stuff isn't final yet, we do know that you can buy boards, tricks, and even music that you manage with the game's PDA-like interface (which isn't implemented in the demo).

> **“Casual gamers can access the game without getting frustrated.”**

“The PDA, which we're calling the MCOM, is new to the franchise and is your interface for the whole game system,” LaPierre explains. “It's anchored in the bottom corner of the screen and it keeps track of everything. It tracks your speed, it monitors the danger levels of events, and it lets you access messages from other riders in the game who are issuing challenges and stuff. We chose a PDA interface because it's something that most people just understand these days. It's intuitive in that respect. It also allows you to customize music playlists like an iPod. You can buy songs with the money you earn and just listen to the stuff you like. Or you can always flip back to the radio if you want to hear more.”

The early version of *SSX 3* that we've played, which is a little further along than the demo, proved to us that all the customization may well make this game even more addictive than previous *SSX* games. “Casual players can access the game without getting frustrated,” LaPierre beams, “but mastering the game is very challenging and you really have to push things if you're going to open absolutely everything up.”

PLAY THE WAY YOU WANT

There are two very distinct ways to play the *SSX* games: You can race hard to win or you can go crazy with the tricks. *SSX 3* is the same, but is far more mindful of these different approaches. “Motivating people to do tricks and building that into the gameplay progression is difficult,” LaPierre confesses. “The Show Off mode in *SSX Tricky* lacked something, so when we started work on *SSX 3*, we were dead set on really working on the environ-

MUSIC FROM THE MOUNTAIN

SSX 3 features 33 songs, making for over two and a half hours of music that you can either listen to on the in-game radio station or “buy” and play on your in-game PDA.

- **Chemical Brothers** ① “Leave Home” ❄
- **Audio Bullys** “We Don't Care”
- **Royksopp** “Poor Leno”
- **Alpine Stars** “Snow Patrol”
- **Ima Robot** “A is for Action”
- **X-Ecutioners** “Like This” ✹
- **Kinky** “Mas”
- **Dan the Automator** “Bear Witness III”
- **Aphrodite** “Wobble”
- **Yellowcard** “Way Away”
- **Andy Hunter** “Go”
- **Swollen Members** “All Night”
- **Overseer** “Screw Up”
- **Queens of the Stone Age** ② “No One Knows (U.N.K.L.E. remix)” ❄
- **Felix Da Housecat** “Silver Screen Shower Scene” (Static Revenger Remix)
- **Fischerspooner** ③ “Emerge” (Junkie XL remix)
- **Deepsky** Ride
- **Swollen Members** “Deep End” (Utah Saints Remix) ❄
- **Red Hot Chili Peppers vs. The X-Ecutioners** “Higher Ground” ❄
- **Fatboy Slim** “Don't Let the Man Get You Down” ✹
- **Caesars** “Jerk it Out”
- **Black Eyed Peas** ④ “Let's Get Retarded”
- **Autopilot Off** “Clockworks” ✹
- **Thrice** “Stare at the Sun”
- **MXPX** “Play it Loud”
- **K-Os** “Freeze”
- **Dilated Peoples** “Who's Who” ✹
- **The Faint** “Glass Dance” (Paul Oakenfold Remix)
- **Basement Jaxx** “Do Your Thing (Jaxx Club Remixx)”
- **Placebo** “Bitter End” (Junior Sanchez remix) ❄
- **Jane's Addiction** ⑤ “Hypersonic”
- **Finger 11** “Good Times”
- **N.E.R.D.** ⑥ “Rock Star” (Jason Nevins Remix) ❄

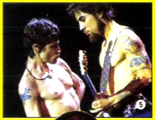
❄ *means exclusive remix*
✹ *means hear it first in the game!*

①

②

③

④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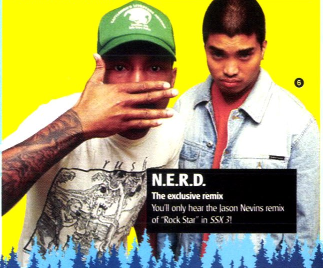
⑥

N.E.R.D.
The exclusive remix
You'll only hear the Jason Nevins remix of “Rock Star” in *SSX 3*!

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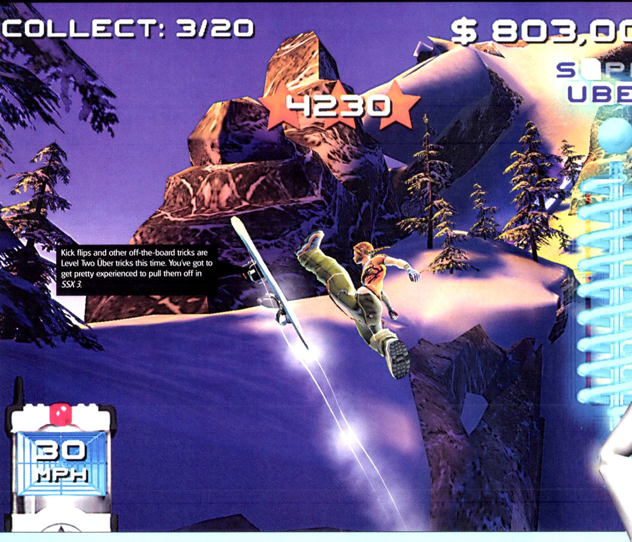
MATURE 17+
M
CONTENT RATED BY
ESRB

Blood
Violence



Kick flips and other off-the-board tricks are Level Two Über tricks this time. You've got to get pretty experienced to pull them off in *SSX 3*.

ments so that parts were conducive to tricks. We have big half pipes now that are awesome for getting huge air."

There's also a mode that's like a more refined version of Show Off, which you can access by taking the left-hand route in the demo once you pass through the events flag. The Big Air mode is a short course in which you have to pull off as many spectacular tricks as you can in a set time limit. Of course, if you don't want to play like this, you can avoid the trick-related game modes altogether and choose to fatten your wallet by simply winning races.

"After *SSX* and *Tricky*, we did a lot of focus group work and we found that there were always these two camps of opinion on stuff," LaPierre confirms. "Some people like to race, some like to do tricks. Likewise, we found that some people love the Über tricks and all the zany stuff, and some people hate them. We ended up building something that will hopefully appeal to both groups."

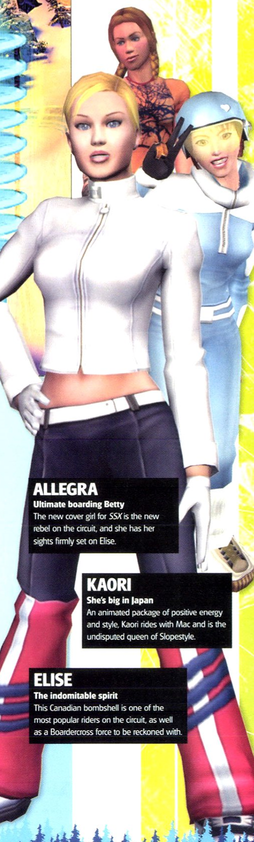
IT OUTTRICKS TRICKY

Because you can develop your character, a few changes have been made that mean *SSX 3* feels a little different from *SSX Tricky*. "Attribute progression requires the control system to adapt. We've done a lot of focus testing on the controls to make sure we didn't lose the great setup we had in previous games," LaPierre explains. As you can tell from the demo, the new setup doesn't take much getting used to, and you'll notice that there are some welcome additions. "We have some new functionality for people to get used to. You can do nose and tail presses using the right analog, and we've moved combat to the shoulder buttons. There's also a hand plant move that we didn't have previously, which you activate with the Triangle button."

Crank up your Boost meter in the game and you'll get to play around with the familiar Über Trick system that first appeared in *Tricky*. Things are different this time, though. "The Über tricks in *Tricky* were designed so that you only started using them when you were quite a way into the experience. They broke plausible reality and you were leaping off the board and doing all sorts of crazy stuff. In *SSX 3*, the Über tricks are more realistic," we're told. But it's not all boring stuff. "There are three levels of Über tricks this time," LaPierre smiles. "Level One lets you do one-footers and some impressive stuff. Level Two lets you take the board off and do kick flips and stuff. To get to Level Three, you have to be so good at the game that you actually buy the mode. This allows us to get a bit zanier, and these tricks are more like the ones you saw in *Tricky*."

> **"There's no Trick Book mode this time. I hated it."**

In another nod to the *Tony Hawk* series, there's also a spectacular combo system that lets



ALLEGRA
Ultimate boarding Betty
The new cover girl for *SSX* is the new rebel on the circuit, and she has her sights firmly set on Elise.

KAORI
She's big in Japan
An animated package of positive energy and style, Kaori rides with Mac and is the undisputed queen of Slopestyle.

ELISE
The indomitable spirit
This Canadian bombshell is one of the most popular riders on the circuit, as well as a Boardercross force to be reckoned with.

ALL ABOUT IMAGE

The characters all start off the same—how they develop is entirely up to you and how you play the game. Our favorite? We like new girl Allegra and old fave Moby.

MOBY

Brit funk junkie

Fearless and aggressive in past *SSX* events, Moby has mellowed with age, and in *SSX 3*, he's considerably more chilled out.

NATE

Cowboy rider

Hailing from Colorado, Nate is a country boy with an attitude—and little tolerance for crazies like Psymon.

MAC

Smack talkin', tune thumpin'

The 18-year-old wunderkind of the slopes is back, and his mastery of the Big Air and Half Pipe events is unmatched.

GRIFF

Next-gen superstar

This 13-year-old phenomenon rides with buddy Nate and has quickly established himself as the one to watch.

ZOE

Image is nothing

Zoe is an individual, a trendsetter. Covered in piercings and face paint, she and riding partner Moby are quite the couple.

VIGGO

Scandinavian superstar

Apparently, he wears monogrammed, high-cut teal satin bikini briefs—and has a boisterous personality to match.

PSYMON

He's a maniac

Electrocuted during an attempt at jumping over some power lines, Psymon is a fearless lunatic prepared to try any trick.

SSX 3 TRAX

You've seen the playlist, now meet the guy who made it

Steve Schnur, EA's worldwide executive of music, is the man responsible for the awesome EA Trax program that you've seen in games like *Madden* and *Need For Speed* (and many more) over the past year. *SSX 3* is one of the most ambitious projects yet in terms of musical content, so we paid him a visit and browsed his iPod.

What was the process for choosing the music in *SSX 3*?

The soundtrack must drive the game while enhancing the experience. That is the No. 1 rule for *any* EA game. It's our greatest challenge, and we do it like nobody else.

We have worked with the record labels and with the artists themselves for more than a year now on *SSX 3*. Our choices are never random; they're based on what the potential of that song or band will be within the lifespan of the game.

The music must be so fresh that not only does the gamer discover his or her new favorite band in *SSX 3*, but hearing that music will also remind them of what a great time they had playing the game.

Any exclusives?

Fatboy Slim debuts a new song that won't appear anywhere else until his new album next year. We've also got amazing new songs and mixes from Queens of the Stone Age, The X-Ecutioners, NERD, Placebo, and more.

Any standout favorites?

The Queens of the Stone Age mix by UNKLE is truly stunning, as is Jason Nevins' remix of N.E.R.D.'s "Rockstar." These are *awesome*.

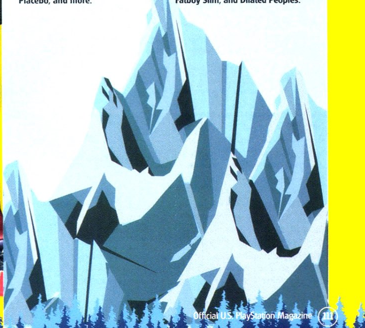
Were the unique mixes (QotSA, etc.) produced specifically for *SSX 3*, or were they tracks that became available and were then signed up exclusively?

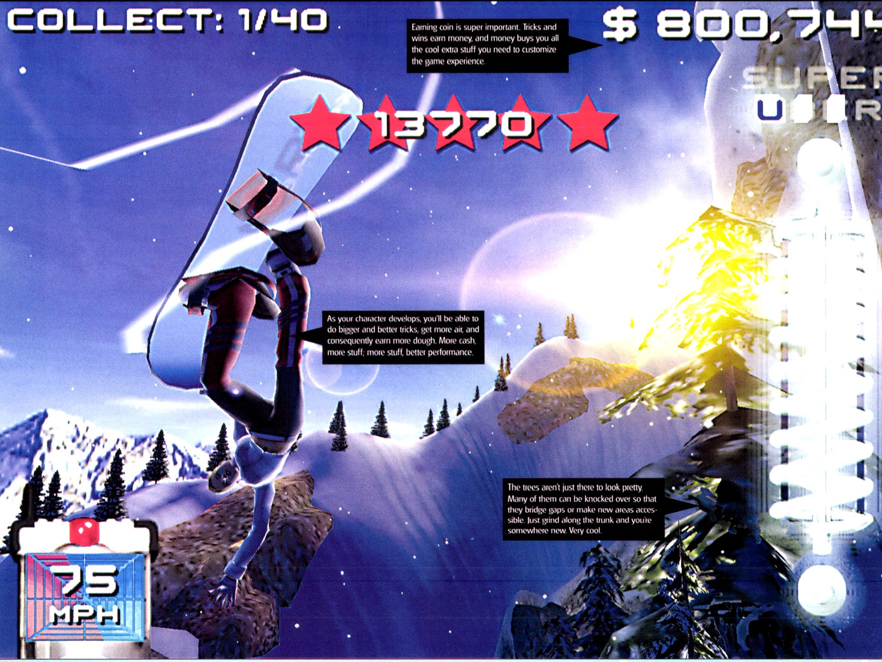
Some are mixes that were produced exclusively for *SSX 3*, others were never-released tracks that we knew about. The most important new mix done specifically for the game is the lead track by the X-Ecutioners. Taking a classic track by the Red Hot Chili Peppers and having it done in X-Ecutioners 2004 style is what makes this job so exciting. We know that both gamers and fans are gonna be blown away.

It's quite an eclectic mix...was this a response to feedback from gamers on the previous games?

True music fans don't narrow themselves to one particular genre, so the eclectic mix is in direct response to consumer trends. Rock and hip-hop are the most popular genres of music today, so the game reflects that. It's all about having a wide variety of great new music that becomes key to the experience itself. Bottom line: There are no rules. Jane's Addiction sounds awesome next to The Black Eyed Peas, Fatboy Slim, and Dilated Peoples.

> **"It's all about having wide variety."**





Earning coin is super important. Tricks and wins earn money, and money buys you all the cool extra stuff you need to customize the game experience.

As your character develops, you'll be able to do bigger and better tricks, get more air, and consequently earn more dough. More cash, more stuff; more stuff, better performance.

The trees aren't just there to look pretty. Many of them can be knocked over so that they bridge gaps or make new areas accessible. Just grind along the trunk and you're somewhere new. Very cool.

> **"We really wanted to emphasize monster combos this time."**

you turn your run down the mountain into one giant trick by using Über ticks, board presses, hand plants, jumps, flips, and anything else you can think of. "We really wanted to emphasize monster combos this time," he beams, "and we've built the trick system so that when you get really good you can even combine multiple Über tricks together for some really spectacular tricks."

With so many possibilities, the Trick Book must be huge this time, right? "There's no Trick Book mode this time," LaPierre grumbles. "I hated the Trick Book."

IT'S ONLINE

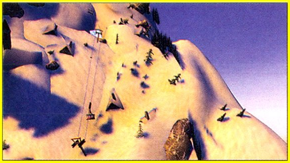
Like all EA Sports titles, *SSX 3* will let you go online and play with other people, and will even let you chat with them using the PS2 headset.

Now go and load that demo again, and watch for a review of the game next issue.

ONE GIGANTIC MOUNTAIN

And it's out to get you!

"We wanted to make the mountain more significant," LaPierre explains. "There are lots of events that occur that support the overall feeling of the mountain being 'alive.' It's all very natural-feeling, and you'll be facing storms, unexpected avalanches, and other events that make your time on the mountain more challenging. These are all scripted events, but they only occur under certain circumstances, and they all feed into the way we track the level of danger that you're courting while boarding. If you're more daring, you get more coin."



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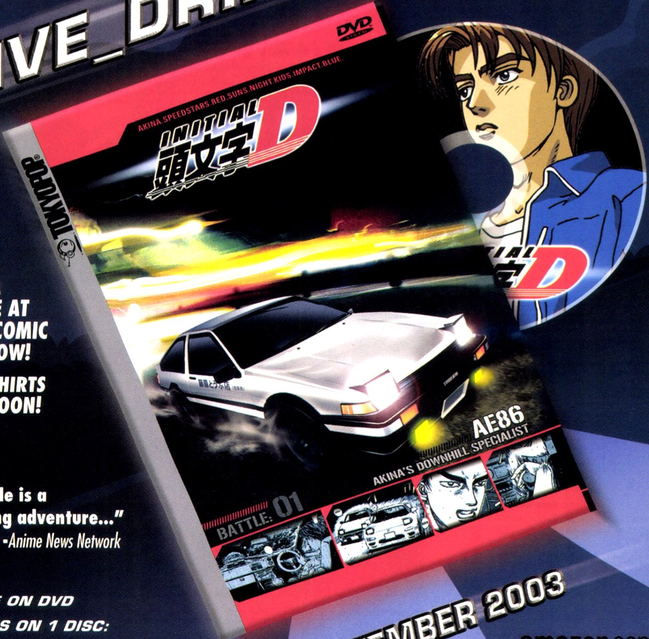
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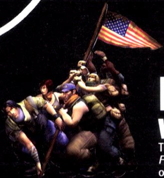
REVIEWS

Making the world a more perfect place.

OFFICIAL U.S. PLAYSTATION MAGAZINE GAME OF THE MONTH



FREE REIGN

Welcome, comrade!

Though it came virtually out of nowhere, *Freedom Fighters* kicks serious ass, letting you get all guerrilla all over those damn commies. It's our Game of the Month.

MEET THE CRITICS

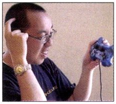
JOHN DAVISON
John's English. They play rugby in England. So John reviewed *Rugby 2004*.
Current Favorites: *Soul Calibur II, SSX 3*
Favorite Genres: Driving, killing, hitting things

GARY STEINMAN
Grunties: the new chocobo? Gary is hard at work, trying to find the definitive answer.
Current Favorites: *.hack, FFX-2, Going Commando*
Favorite Genres: RPG, Platformers

JOE RYBICKI
Eye Toy + *Karaoke Rev* + UKBA = Joe looking like more of an idiot than usual.
Current Favorites: Eye Toy, *Freedom Fighters, FFXI*
Favorite Genres: FPS , Puzzle, Adventure

CHRIS BAKER
Only C-Bake knows the true reason for Sam leaving. In a word: victory.
Current Favorites: *Madden, NCAA Football 2004*
Favorite Genres: Action, Adventure, Sports, Strategy

SAM KENNEDY
Even though Sam's leaving *OPM* to head up ZD's new games website, he'll still be back from time to time. If only to get back at Chris.
Current Favorites: *BG&E*
Favorite Genre: Action



THIERRY (SCOOTER) NGUYEN
Scooter was a PC guy, so he reviewed "strategy games" for his first issue. Haha!
Current Favorites: *Soul Calibur II, Ico, Risk*
Favorite Genres: Shooting, RPGing, jumping, yelling

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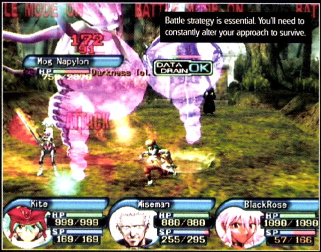
And the fighters thereof
Stop ignoring it, it's great!

.hack//OUTBREAK

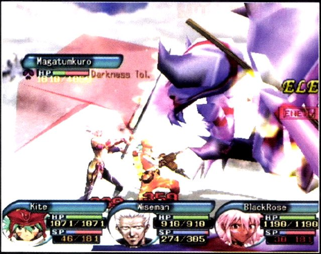
It's in the way you play it

Publisher: Bandai **Developer:** CyberConnect2 **MSRP:** $49.99 **ESRB:** Teen



Battle strategy is essential. You'll need to constantly alter your approach to survive.

Oh, so you trust me now, Balmung? Gee, thanks for the belated vote of confidence, Sir Fruitypants.



A funny thing happened a few hours into *OUTBREAK*: I stopped worrying about what's new with the third *.hack* chapter and started thinking about what new elements I'm bringing to the game.

Now, that may seem like a heaping helping of hogwash to the *.hack* doubters out there. After all, this is a game that unfolds in four interconnected—and incomplete—parts, each released a mere few months after the last. In other words, *.hack* requires a major investment of time *and* money, and yet I have the gall to worry about what I've got to offer the game?!

Indeed. See, there really isn't much new in *OUTBREAK*—a fact that nagged at me for a good few hours. And whereas *MUTATION* (part 2) offered a big leap over *INFECTION* (part 1), *OUTBREAK* truly is just more of the same.

Of course, the brilliant story continues apace, complete with yet another cliffhanger ending. Plus, you get to team up with your onetime rival Balmung. Since I was already hooked on *.hack*'s story, though, more of that twisty-turny narrative is a very good thing.

Don't know what I'm talking about? OK, here's the quickie recap: *.hack* is a serialized RPG built around the mind-bending concept of a massively multiplayer online RPG that's neither multiplayer nor online. Each part picks up directly where the last left off, so don't bother with *OUTBREAK* until you've *beaten* the previous two. As the main character, a Twin Blade named Kite, you're trying to get to the bottom of your friend's game-related coma while untangling the mystery behind a buggy game world that seems to be infecting the real world. Along with the game, there's a packed-in four-part anime DVD, a 28-episode anime TV series—some of which is out on DVD—and a separate manga, all telling different parts of the overall story at different points in the timeline. Got it? Good. Back to the review.

As I said earlier, I was initially disappointed by the gameplay... until I uncovered another layer of depth to the battle system—stuff that was always there but that I had previously left unexplored. More than ever, I became a field general for my three-man team, designating specific attacks for specific targets and changing tactics for almost every enemy encounter. At times, the battle system felt more like a real-time strategy game, my character sending forth a steady stream of combat commands.

At other times, when I jumped into the fray, I found myself switching my equipment on the fly to vary my elemental attacks. Yeah, I could do that before, but this time I had such a great inventory of high-end cutlery, along with an innate understanding of the battle system, that it felt much more natural.

So, despite the terribly repetitive combat (broken up by an absolutely terrific trio of boss battles), I still had lots of fun—although it was largely due to the way I played the game.

Needless to say, if you didn't like the past two *.hack* chapters, this one won't change your mind. But if you've been jonesing for your next *.hack* fix, *OUTBREAK* more than satisfies.

Gary Steinman

★★★★

I PICK BECAUSE I LOVE

Or: Stuff that would bug only a hardcore *.hack* fan

1. Why is it that helpful spells like Rig Gaem obscure my characters'in an annoying haze of distracting lighting effects?
2. Thank goodness for Terajima Ryoko, because if I had to suffer through Piros' clownish theme music every time I wanted to use a Heavy Axeman, I'd puncture my eardrums.

3. I work so hard to build up my Friendship meter with Wiseman just to find out he's a shill for *Digimon Card Battle*? Ugh!!

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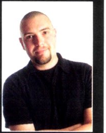
SSX 3 ROCKS OUR WORLD

Try the demo and it'll rock yours, too



John Davison
Editor-in-Chief

When I first bought my PS2, the one game that was pretty much a permanent fixture on my TV was *SSX*. I didn't much care for *Orphen* or any of the sports stuff at the time, and those weird From Software RPGs where you ran around with a pumpkin on your head just seemed silly, so *SSX* dominated. It wasn't just me, though. Pretty much everyone who tried the game was instantly taken with it, and even folks who dismiss what we do to entertain ourselves had to admit that it was pretty frickin' cool. *SSX* was without question the first PS2 game to transcend the usual barriers that we find with videogames. Since then, of course, we've seen *Grand Theft Auto* and numerous others shake things up, but *SSX* nailed the whole pop culture thing from day one. It had a cool sport that had been cranked into the realms of fantasy just enough to make it fun for everyone, cool characters, and awesome music. It was also a very deep game that was then enhanced further a year later when *SSX Tricky* was released. *SSX 3* takes the whole idea and riffs on it even more...and that's why it's on our cover this month. Everything that made *Tricky* great is turned up to 11. Awesome.

ABOUT OUR CONTRIBUTORS

JENNIFER TSAO
Jennifer's the managing editor over at our sister magazine *Electronic Gaming Monthly*. Between wrangling all those unruly boys, she helped us out with a review of *Buffy: Chaos Bleeds*. Oh, and sorry guys, she's engaged.

JOHN SCALZI
John just got a new gig running AOL's new blogging section, AOL Journals. He's one of the original bloggers; his Daily Whatever has been around since 1998, which is ancient history in Internet time. So there. www.scalzi.com

GREG SEWART
Sewart used to work at *EGM*, too...until they deported his ass back to Canada. This month he did his country proud by reviewing all the NHL games for us. (NHL knowledge is, from what we can tell, required for Canadian citizenship.)

ARTPLAYMIX
Newly married Jason and Heather Martin did such a stellar job illustrating (he inks, she colors) our developer map last month, we invited them back for this issue. If you like what you see, check out even sexier stuff at www.artplaymix.com.

Videogames Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG

EARLY CHILDHOOD RATING
Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.

EVERYONE RATING
The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.

TEEN RATING
Contains suggestive themes; mild or strong language; and animated violence. Some parents may want to supervise children playing T-rated games.

MATURE RATING
These games contain more adult themes, such as blood and gore; stronger language; and sexual themes. Deemed not suitable for those under 17.

ADULTS ONLY RATING
The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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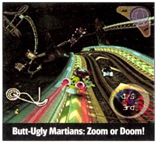
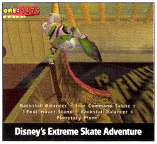
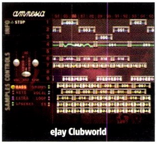
EJAY'S WORLD OF REAL CLUBS
Amnesia (Ibiza), Athena (Bombay), The End (London), Old Mill (Virgin Islands), Queen Club (Paris), U 60311 (Frankfurt), and Zouk (Singapore).

Alter Echo

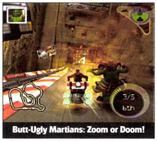


Butt-Ugly Martians: Zoom or Doom!

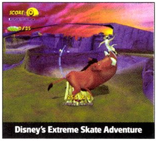

Backstall Balancer + Star Command Salute + 1 Foot Hover Stand + Backstall Balancer + Planetary Plant
Disney's Extreme Skate Adventure



eJay Clubworld



Butt-Ugly Martians: Zoom or Doom!



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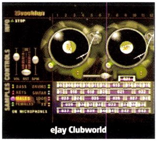


eJay Clubworld

ALTER ECHO

Publisher: THQ
Developer: Outrage Games
MSRP: $49.99 **ESRB:** Teen

This game validates my inherent mistrust of game companies that think focus groups and marketing departments actually *help* the game-design process. Two E3s ago, I saw a visually unique *Alter Echo*, but there seems to be no explanation for what's happened since. I remember playing as some amorphous creature capable of shifting its form along the way. And being promised puzzle-solving levels and a truly alien world. Well, that's what we got, but it's unbalanced and derivative. Here's what I think happened over at Outrage Games.

Marketing guy #1: "We like your original anime-style character designs, but we need the main character to be more accessible. I know: Give him big feet and hands, like in those mangas I've heard about. Oh, and kids will think it's cool if we make him look like Wil Weaton, 'cause he rocked in *Star Trek*. Part his hair on the side so he can be the reluctant hero!"

Marketing guy #2: "Oooh! Good one, Wayne! Hey, my rad nephew skateboards, so we'll pay him to write a gnarly story! It will be sick! [Winks at designers because he knows he's in touch with the urban scene.] One last thing before I go to my Bikram class—I really like my new purple PT Cruiser, so let's make the world in every shade of violet! Keep up the mighty mo!"

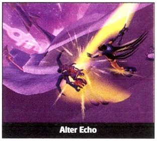
Ugh. They think gamers are stupid enough to buy dehydrated water in a can, so expect cutscenes explaining *everything*. How to kill *every* enemy. How to beat *every* boss battle. *Every* two minutes. For *everything*. With bad dialogue *every time*.

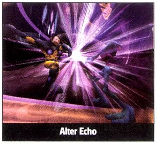
This game is one sporadic lurch in all directions. Game difficulty leaps abruptly and makes some battles almost impossible. The story itself is told with zero fluidity, wantonly giving you morph forms, stealing them, and then giving them back—all within one hour. And forget about level-ups—most don't seem worth the trouble of getting the XP. Did I mention the collision-detection problems? Or minigames as an afterthought, labeled with such witty adjectives as "rad," "wicked," "awesome," and "sick"? You'll be sick, all right—sick of the game being so *obvious* about everything from level design to dialogue.

Well, *Alter Echo*, thank you. We're all refreshed and challenged by your very special, very unique, and very lilac artistic endeavor. But whatever kind of game you were going for, you missed.

Jason Babler

★★


Alter Echo


Alter Echo

BUTT-UGLY MARTIANS: ZOOM OR DOOM!

Publisher: Runecraft
Developer: Vivendi Universal (Crave)
MSRP: $19.99 **ESRB:** Everyone

I don't profess to know anything about *Butt-Ugly Martians*. As best as I can tell, this bunch of wacky E.T.s is entertaining today's Nick-watching youth in much the same way Bucky O'Hare and the Biker Mice from Mars did so in the early '90s—in other words, when absolutely nothing else is on. *Zoom or Doom!* might fit the bill for the 14 kids interested in a *Butt-Ugly* PS2 game, but that's about it.

To its credit, *Zoom* is easily the fastest kart racer I've ever played—it actually feels more like *Wipeout* or *Extreme-G Racing* than *Crash Team Racing* or *Mario Kart*. Well, a crappier version of *Wipeout* or *Extreme-G*, anyway. I can only assume the superquick speed uses up system resources needed to make *Zoom* look nicer. Say it with me: This is one butt-ugly game.

Fun kart-racing elements are kind of lacking, too. I've zoomed or doomed through more courses in this game than a grown man ever should, and I *still* don't get the weapons and power-up system. On rare occurrences, I'll find myself with some missiles to shoot, and I might even turn into an ultrafast robot when I eat a hamburger fresh from the track...but I don't really get what triggers this.

Can kids figure it out? Maybe. But they'd still have a tough time not repeatedly crashing into the sides of the narrow tracks...though it might not matter, due to the ease of each race. Then again, it's even easier never to turn *Zoom* on in the first place. I'd advise that.

Chris Baker

★★

DISNEY'S EXTREME SKATE ADVENTURE

Publisher: Activision
Developer: Toys For Bob
MSRP: $39.99 **ESRB:** Everyone

How ironic. This being my final official on-staff review for *OPM*, I figure I might as well go out with a bang and take shots at some well-deserving pile of poo. That's what Todd attempted with his good-bye review of *Enter the Matrix* a few issues back, and I want to try it, too. I mean, hey, at *OPM* we tell it like it is—it's one of the fun perks of the job.

But wouldn't you know it, just as *ETM* turned out to be a rewarding experience for Mr. Zuniga, my surefire lemon backfired on me: *DESA* is pretty darn good.

I should have known better. This game is *Tony Hawk's Pro Skater* meets Disney—a recipe for success, if you ask me. You select from a number of popular Disney characters, including *Toy Story*'s Buzz Lightyear and *The Lion King*'s Simba, and have them grind their way through such environments as Andy's room and Pride Rock.

The neat thing is, since the game is built on the *Tony Hawk* engine, the visuals, gameplay, and essentially everything else that makes the *THPS* series so great is evident here. The only real difference is that *DESA* is tailored for a younger audience.

Unfortunately, it seems it's not tailored enough. Several challenges are too difficult for youngsters and a few musical selections don't strike me as entirely kid friendly.

Regardless of these few missteps, *DESA* accomplishes what it sets out to do. Much to my chagrin.

Sam Kennedy

★★★★

EJAY CLUBWORLD

Publisher: Crave
Developer: UDS
MSRP: $9.99 **ESRB:** Everyone

So, let me get this straight: I'm a DJ? And I'm playing at real clubs around the world? Except I'm not actually DJing, but rather remixing songs from individual samples? And I don't see anything about the club except for a brief, blurry intro? Er, OK. I feel there's some sort of high concept here that I'm missing.

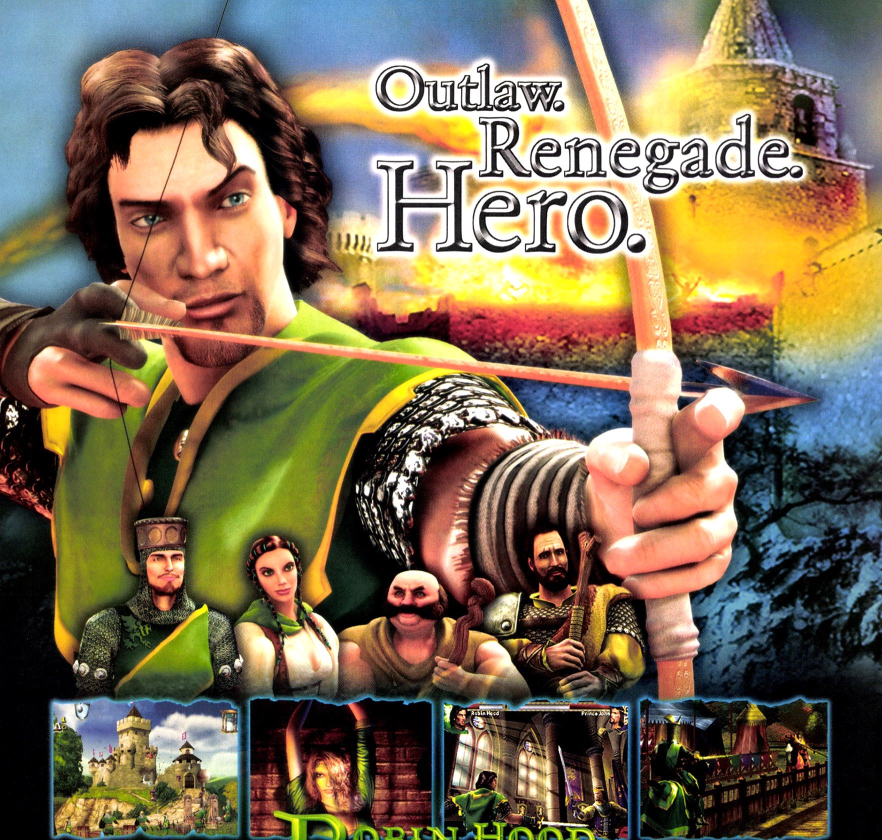
Getting the names and locations of real-world clubs doesn't seem worth the effort, given that the product they're attached to is so substandard. At first glance, *eJay* appears more or less identical to products like *MTV Music Generator* and *Music Maker*, but a clunky interface—pretty much the polar opposite of user-friendly—makes this one vastly inferior.

I'm also fairly perplexed by each music genre's sample selection. I kept looking for the meat-and-potatoes drum loops, bass lines, and synth samples I'd normally use to sketch out the framework of a song, but I couldn't find them. There are plenty of esoteric flutters and percussion hits processed to the point of unrecognizability, but too many of these sound alike. And the fact that the samples are all designated by numbers instead of names in the main view makes things particularly challenging.

The only thing *eJay* has on its competitors is the Scratch mode, a fairly solid (and, as far as I can tell, reasonably realistic) dual-turntable simulator. I guess if you really wanted to remix hip-hop songs, that would be a selling point. Otherwise, get *Music Maker* instead.

Joe Rybicki

★★



ROBIN HOOD DEFENDER OF THE CROWN

From daring archery ambushes to swashbuckling swordfights, from the battlefield to the jousting field, live the legend of Robin Hood. Use every ounce of cunning, strategy and wit to bring the tyranny of Prince John to an end!

TEEN
T
CONTENT RATED BY ESRB

Suggestive Themes
Violence

PlayStation®2

PC CD ROM

XBOX

CINEMAWARE
HEROES LIVE FOREVER®
cinemaware.com

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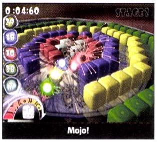
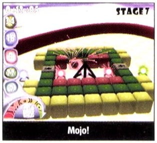
Dick Trickle. Man, that never gets old.

BLAST FROM THE PAST
"It's *Street Fighter* on a football field." –Chris Whaley, executive producer of the original *NCAA GameBreaker*, in 1996.


Mojo!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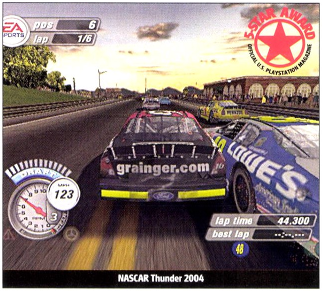
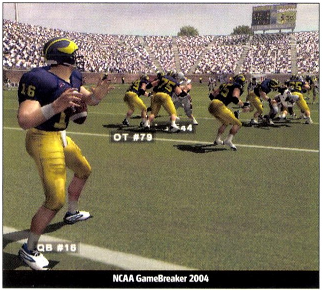


NASCAR Thunder 2004


NCAA GameBreaker 2004

MOJO!

Publisher: Crave Entertainment
Developer: FarSight Studios
MSRP: $995 **ESRB:** Everyone

I can't think of a single good reason *not* to buy this game.

Note the word *good* in the preceding sentence. See, I can give you plenty of solid reasons to avoid it. For starters, *Mojo!* isn't very addictive (a hard-to-define yet essential ingredient for any classic puzzler). Next, the multiplayer mode is lame. Finally, it gets real repetitive real fast.

If you own a GameCube

Try *Super Monkey Ball 2*

Monkeys! Balls! Monkeys in balls! Ain't life grand?

But none of these shortfalls matter all that much when you look at the price. *Nine-freakin'-ninety-five*! Good gravy, that's cheap. And *Mojo!* isn't just yesterday's PS1 leftovers. This is a brand-new game here. Plus—let's be frank—the puzzle genre is a bit underwhelming on PS2, so any addition to the library is a good thing for puzzle fans.

I'll also give *Mojo!* some credit for a stab at originality. Combining a helping of *Marble Madness* with a dash of *Breakout*, *Mojo!* puts you in control of a sphere that you roll through levels, eliminating blocks, avoiding traps, trying to stay inbounds, watching your time meter, and, er, monitoring your mojo.

It's mildly amusing at best, but one thing's for sure—you definitely get your money's worth.

Gary Steinman

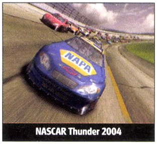
★★½

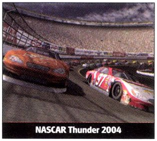
NASCAR THUNDER 2004

Publisher: EA Sports
Developer: EA Tiburon
MSRP: $4999 **ESRB:** Everyone

All racing games share one problem: If you're playing solo, your competition is generally brainless. The A.I. drivers march around the track, following a specific racing line and all but ignoring you as you pass, wreck, attempt to drive into the crowd and kill thousands of people, or do whatever it is you please. The point is, no matter what you do, they don't react...until now.

In *Thunder 2004*, you take the track with 42 of the most vindictive drivers ever to hold a wheel. Yep, you can still bounce off that car on your right to help make a turn—just don't let him catch you afterward or he'll stuff you into the fence. And if you're in Season or Career modes, ill will holds over from one race to the next. It makes *Thunder* a true test of skill, since you're really racing the other drivers and not just the generally oval-shaped tracks. Any NASCAR fan will tell you that driver rivalries are a big part of the sport, so it's about time that aspect was translated into EA's already excellent series.


NASCAR Thunder 2004


NASCAR Thunder 2004

Of course, it's also possible to build alliances with other drivers. Drive a team car and you'll have a couple friends out there already. For example, Jeff Burton automatically has an alliance with his four Roush teammates and with his brother, Ward. You can also make friends by sharing the draft on superspeedways or by racing close and clean with other drivers. Once their respect for you builds, they stop throwing blocks on you when you try to pass, and will sometimes even pull in front of you to give you a drafting boost on the bigger tracks.

And if that's not enough personality for you, take *Thunder 2004* online and get access to a couple countries' worth of competition. Unfortunately, only two human competitors can compete in an online race, but you can fill the field with anywhere from one to 41 A.I. competitors, so you'll never be lonely. Voice chat makes sure your trash talkin' reaches the right ears in real-time, too.

Rounding out this excellent package are upgraded and easier-to-navigate Season and Career modes, as well as better graphics and a slightly improved framerate over last year's title. Casual race fans probably still won't go for *Thunder 2004* due to the license (and the fact that you mostly turn left over and over and over), but they'll be missing out on one high-quality game.

Greg Sewart

★★★★★

NCAA GAMEBREAKER 2004

Publisher: Sony CEA
Developer: RedZone/989 Sports
MSRP: $3999 **ESRB:** Everyone

If you haven't yet read my review of *NFL GameDay 2004*, please do so now. *Everything* I said about 989's pro football title, both good and bad, holds true to *GameBreaker 2004* (well, except for the complaint about not being able to challenge plays—this is college rules, after all). On the field, it's essentially the same game, but with different duds and the option play. The only problem is, *GameBreaker* does a poorer job of fulfilling its duties as a college game than *GameDay* does as a pro simulation.

First off, I don't feel the school spirit that I do when playing EA's game—even with mascots now included, it's not even close. More important, the option play doesn't work very well. Sometimes, your back won't even be there for the QB; other times, he won't bother to block when he obviously should. Since the option is so important to the college game, it disappoints me that it's not handled better.

Actually, just *finding* the option can be tricky. As I said about *GameDay*, 989's play-calling menu badly needs a revamp. As long as its football franchises have existed, 989 has insisted on listing defensive plays on top and offensive calls below, meaning your team's plays don't stay in the same spot—confusing. As if that isn't bad enough, once you've selected a formation, you can only move individual plays along one at a time, instead of a more efficient three at a time. This results in considerably more time needed to choose a play—expect many a delay-of-game call when trying to beat the short 25-second play clock.

Repetitive Animations

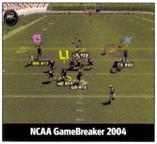
Should I really see this same tackle-by-the-collar animation every few plays? In both 989 football games?

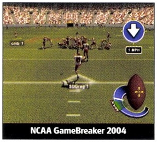
GameBreaker's general features also disappoint me. Why can't I play a multiple-season Dynasty-type mode? And why, oh why, is there only one poll to determine who goes to the national championship? This is supposed to be a college football sim?

On the plus side, 989 has finally joined 1998 by including the option to name your players (announcers even speak some names). The only problem: You'll wanna spend the time and energy required for this on EA's game instead.

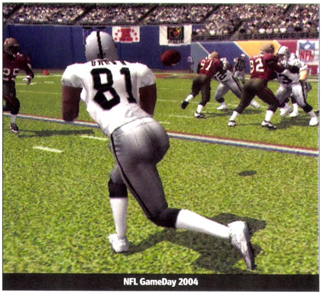
Chris Baker

★★½


NCAA GameBreaker 2004


NCAA GameBreaker 2004

DID YOU KNOW?
Only one person acted in both the *Buffy* movie and the series: Seth Green. Trouble is, his scenes were cut out of the film.



NFL GameDay 2004

NFL GAMEDAY 2004

Publisher: Sony CEA
Developer: RedZone/989 Sports
MSRP: $39.99 **ESRB:** Everyone

I must admit, I'm a bit surprised by *NFL GameDay* this year. Unlike the series' previous PS2 games, *GameDay 2004* doesn't suck. I'm actually having a generally good time with this game (and this time, the good time doesn't stem from laughing at inadequacies, which used to be the case). So, what's the catch to *GameDay*'s steady move up to respectability? Well, it's still not a particularly *great* game, either.

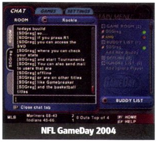
It's worth mentioning that *GameDay* surpasses its competition in the online experience. Beyond well-organized chat rooms and voice chat (both of which you can use with *anyone* online, even if you're playing a game with a different person), features like real-life sports scores that roll in as you play and huge 64-team tournaments give EA and Sega something to think about for next year. *GameDay* integrates its online stats with every other 989 sports game—you see players ranked both according to a particular game and among all of 989's sports titles. You can even communicate with someone playing, say, *NBA ShootOut*. Cool stuff. You might experience the occasional hiccup during gameplay, but no more so than in any other online pigskin title.

But do online capabilities even matter when the actual NFL experience is the weakest available? *GameDay* is serviceable, yes—I especially like the quick pace—but it just doesn't *feel* as good. For one thing, the play control isn't tight. So much motion-captured movement occurs that the repetitive animations seem to take over. You feel more lucky than skillful if you break a big run, and defending the pass becomes a true chore. Even when you do get your hands on the ball, you usually wind up deflecting it, resulting in the same parabolic trajectory every time. Occasionally, the ref might make an awful call—it's too bad you can't challenge it, as you can in other football games. I'd also like to see where my receivers or defenders are headed at the line as you can in *Madden*. And the play-call screen? Argh! (More on this in the *GameBreaker* review.)

These details might sound a bit picky—maybe they are—but this is stuff you just don't deal with in other NFL games. You might wanna rent *GameDay* just to check out how it handles things, especially in the online department. But it needs another year or two (and perhaps a new PlayStation) to truly challenge the competition.

Chris Baker

★★★



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[SDGreg] if you press R1
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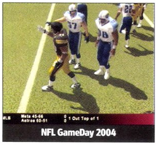
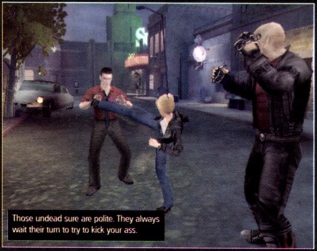
NFL GameDay 2004



NFL GameDay 2004



Those undead sure are polite. They always wait their turn to try to kick your ass.

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

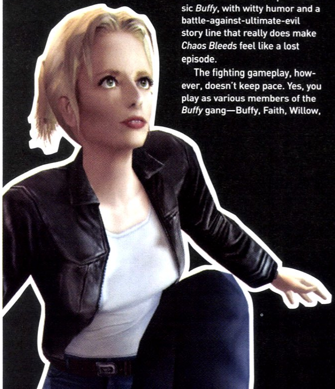
And so will your eyeballs

Publisher: Sierra/Fox Interactive
Developer: Eurocom
MSRP: $49.99 **ESRB:** Teen

B*uffy* fans, chill the champagne, because there are times during this game when you'll need a drink. Not that *Chaos Bleeds* isn't another reasonably fun videogame rehash of the now-undead TV show—it just lacks the spark that kept the series great for so long.

First of all, the spooky graphics don't work, even for a game about vampires. On television, Buffy and her gang always find fast-paced, action-packed ways out of the stickiest situations; here, they run too slow and float through solid surfaces. Watching the cut-scenes is particularly challenging: The characters don't look like the *Buffy* cast we know and love, and they move like robots. Combine that with some stand-in voice acting (Sarah Michelle Gellar and Alyson Hannigan sat this one out) and you have a tough choice: Watch the scenes and read the subtitles or look away and listen to the dialogue. (Both options suck.) At least the script is classic *Buffy*, with witty humor and a battle-against-ultimate-evil story line that really does make *Chaos Bleeds* feel like a lost episode.

The fighting gameplay, however, doesn't keep pace. Yes, you play as various members of the *Buffy* gang—Buffy, Faith, Willow, Xander, Spike, even Sid the Dummy (remember him from the talent-show episode?). Yes, they each have their own arsenal of moves. Yes, the vampire, demon, and zombie enemies get smarter and more challenging as the game progresses. But no, this somehow does not add up to engaging gameplay. It's your basic button masher—fine for *Buffy* fans looking for twitchy action and average puzzle solving, but not quite the sophisticated fighting adventure it could have been.



A few other seemingly nit-picky complaints prove pretty substantial as the game gets more difficult. The inventory-management system just blows. Along the way, you'll find a limited assortment of interesting tools for battling the undead, but the interface makes them too hard to use—you can't pause during a fight, so switching to Hellfire or even a precious medical kit often means unnecessary death. Also, a big problem from the first *Buffy* game is back, and it's more annoying than ever: You can't save until you beat a level. Having to conquer a tough boss before being able to save any progress at all will irritate anyone with a social life.

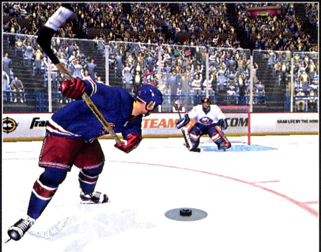
But hey, even the TV show had its faults. Give this one a rental—just don't forget the champagne.

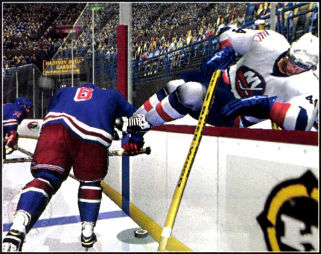
Jennifer Tsao

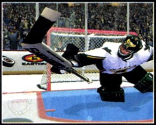
★★★

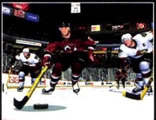
4,286 Copies of the Xbox version of *ESPN NBA 2Night 2002* sold since its release in April 2002. It's the worst-selling ESPN game to date.

HOCKEY ROUNDUP









ESPN NHL HOCKEY

Untouchable gameplay, unimpressive presentation

Publisher: Sega Sports
Developer: Visual Concepts
MSRP: $49.99 **ESRB:** Everyone

Hockey's a tough game to get right. There are no breaks, between plays to call a new strategy, or sometimes even to get fresh men on the ice. There's an ebb and flow to the game that's different from any other sport. And Visual Concepts has gotten that formula exactly right. *ESPN NHL* is the best hockey game I've ever played, hands down.

The problem with most hockey games is they're too heavily based on stats. Taking a run at someone like Mario Lemieux, Jaromir Jagr, or any other insanely highly rated player usually results in a missed check. Not because of anything you did wrong, but because the player you tried to check him with was too weak to actually make contact. Likewise with shots on net: A lot of questionable shots can make it into the net based on stats, and not so much on actual saves and misses by the netminder.

Nothing like that ever happens in *ESPN*. Sure, high-rated guys skate faster and shoot harder, but if you've got the momentum and the aim, you can lay 'em out and create an offensive opportunity for your team. And if your opponent's forwards do make it by you, your goalie can still pull your butt outta the fire.

ESPN's goalies look so good between the pipes, it's almost scary. They react realistically to dekes and screens, as well as stacking the pads and cutting off the angles at the right times. It can get a bit frustrating once in a while, since a slap shot from the point normally has a very small chance of rippling twine, meaning you'll have to rely heavily on the one-timers to get a marker on the board. But hey, that just means you need to learn how to position your men in the offensive zone for any success. Nothing wrong with building your skills.

Where *ESPN* gets a few strikes against it is in the presentation. Sega's always trailed EA somewhat in this area, and although things like crowd reaction and play-by-play commentary are better than in *NHL 2K3*, they're still pretty subdued. Another bit that needs to be tweaked is the puck indicator. It's hard to tell which player is in control of the puck because the little circle below him looks so much like the turbo icon it's surrounding.

But the biggest area for improvement is in the Franchise mode. EA's *NHL 2004* has a beast of a Dynasty option this year, while *ESPN*'s Franchise mode feels like little more than a Season setup with a few bells and whistles. If Visual Concepts can get up to speed in this area next year, it'll be unbeatable.

Still, when it all comes down to it, *ESPN* is the game I'll be taking online. I'd tell you what my handle is, but I don't want people to know just how bad I am at Canada's national pastime.

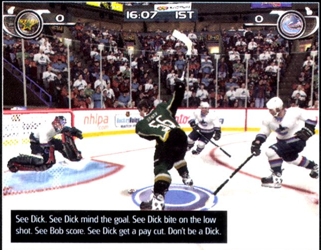
Greg Sewart

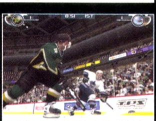
★★★★½

ITECH
EASTON
EASTON

POP QUIZ
Q: What country holds the record for the longest reign as Olympic men's hockey champions? (Hint: It's not Canada.)

POP QUIZ
A: India. They won 30 consecutive matches from 1928 through 1956. Oh, and did we mention we're talking about *field* hockey?


See Dick. See Dick mind the goal. See Dick bite on the low shot. See Bob score. See Dick get a pay cut. Don't be a Dick.



NHL HITZ PRO

As hard-hitting as ever...but more real

Publisher: Midway Sports
Developer: Next Level
MSRP: $49.99 **ESRB:** Everyone

Last year's *Hitz* installment is a great game. The 3-on-3 action is fast and furious, making it the perfect alternative for hockey fans who aren't looking for a stuffy simulator and just want to have a quick game.

But Midway's big thing this year is to inject its generally good arcade-sports series with a healthy dose of realism. Whether you agree with that policy—and many don't—the results in *Hitz* are surprisingly good.

Don't get me wrong. You won't be firing up *Hitz* if you're looking for a realistic hockey simulation. Yes, it does feature loads of players, every team, and Season and Franchise modes. But as far as authentic NHL action goes, EA's *NHL 2004* and Sega's *ESPN NHL* are both better choices. If you're looking for heavy hits, pretty goals, and more over-the-top action, *Hitz* is your game. One bit of advice, though: Don't set the game to Simulation. It slows the whole experience by bogging it down with too many rules.

There's no question that this is a pretty title. The big, well-animated characters look just as good kicking the puck ahead of them as they do crashing through the glass after a big hit. And the goalies cover the net intelligently but are easily flustered by hard, low shots. Getting a netminder to commit to a low shot usually results in a huge rebound and leaves the top of the net open. In most hockey games this would be a bad thing, but for *Hitz*'s type of action, it feels just about perfect.

And Franchise mode isn't what you'd expect. Rather than taking over an existing NHL team and shooting for the Stanley Cup, you actually take over a squad in a fictional minor league. You guide this squad of amateurs through one regional match after another, striving to qualify for the NHL and eventually win a championship. And even here, *Hitz* doesn't totally abandon its arcade roots, as completing certain challenges in each game unlocks bonus gear that can give a player drastically upgraded stats.

The biggest reason to play *Hitz*, though, is because you can take it online. Again, it's something this year's other big hockey games aren't doing. In fact, *Hitz* is the only one that doesn't feature voice chat during online play or allow more than two people to play online at once. But sometimes, it's cool to play a quick 'n' dirty game of hockey.

I guess what I'm getting at is that *NHL Hitz Pro* is the perfect companion game to *ESPN* or *NHL 2004*. Even with the realism injection, it hasn't gotten too far away from its roots. If I have one gripe, it's that I'd like to see developer Next Level go a little further back in that direction next year. A bit more over-the-top hitting and much more funny commentary would do wonders for the series. The boys on the team should pick up EA Big's *NBA Street Vol. 2* and use it as inspiration for their next shot at *NHL Hitz*.

Greg Sewart

★★★★

NHL 2004

Off the ice, it can't be beat

Publisher: EA Sports
Developer: EA Black Box
MSRP: $49.99 **ESRB:** Everyone

For yet another year, EA trails closely behind Sega Sports in the hockey rink. But what *NHL 2004* lacks in the gameplay department, it almost makes up for in play options—specifically in the fantastic Dynasty mode, where you take over as the general manager for any NHL team through 20 full seasons.

Unlike *ESPN NHL*, EA's Dynasty setup is more than a glorified Season mode with drafting options. Yeah, you'll still be reading scouting reports, fiddling with rosters, negotiating contracts, and trading players like cattle. But being GM also means paying attention to game attendance, adjusting prices on tickets and hot dogs, and, of course, choosing from a collection of rich old white men photos to represent you in the game.

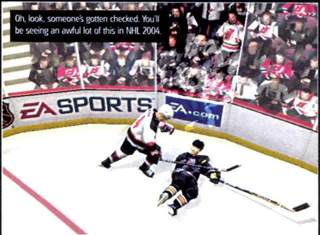
What's your reward for being a tightwad and keeping the bottom line healthy? A plethora of cool bonuses that directly affect your team's stats. Build some practice ice to give your boys a bigger home-ice advantage. Buy a luxury plane for those away games and your crew will be extra refreshed when they get there. *Madden* players will be pretty familiar with all this stuff, but us hockey fans have never had this level of control over our teams.

Unfortunately, the euphoria wears off a bit once your toothless bruisers finally take to the ice. *NHL 2004* plays pretty well—better than last year's game, actually—but it suffers from a few key problems that keep it from competing with Sega's *ESPN NHL* this year.

First and foremost, this game's hitting needs some major tweaking. There's so much bump, bump, bumping going on during play that the action just doesn't flow properly. As a result, it's really hard to get a good offensive rush going. Multiplayer games just turn into checkfests. It's actually pretty effective to hit everyone whenever you can, even if you're away from the play.

The other major problem is that the A.I. players on your team simply won't chase the puck in free ice. It's seriously frustrating to watch your guys skate away from a free puck when they should be racing for it. Instead, you need to manually choose a player near the puck and get him turned around, or risk losing possession to your opponent. In multiplayer games, it's not a big problem since everyone has to deal with it. But in a single-player game, it gives the computer-controlled team a decided advantage.

Still, *NHL 2004* isn't unplayable. It's a good time—just not as much fun as *ESPN NHL* down on the ice. But it's easily the most full-featured hockey game ever to come along. It really comes down to what's more important for you. Personally, Sega's *ESPN NHL* is the game I'll be taking online. *NHL 2004* is the one I'll be playing to satisfy my single-player hockey simulator needs.


Oh, look, someone's gotten checked. You'll be seeing an awful lot of this in NHL 2004.

Whichever group perfectly mixes the gameplay of Sega's game with the features of EA's game next year wins Lord Stanley's Cup.

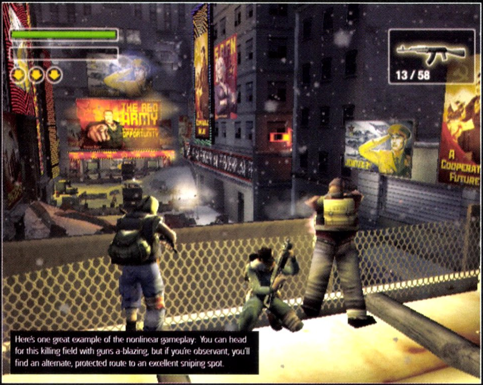
Greg Sewart

★★★★

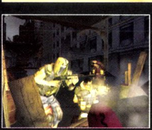
You say potato,
we say *vodka.*

www.usff.com
The official website of the United States Freedom Fighters. No, we have no idea, either.

5 / 60
OFFICIAL U.S. PLAYSTATION MAGAZINE
GAME OF THE MONTH



Here's one great example of the nonlinear gameplay: You can head for this killing field with guns a-blazing, but if you're observant, you'll find an alternate, protected route to an excellent sniping spot.



30 / 140
5-STAR AWARD
OFFICIAL U.S. PLAYSTATION MAGAZINE

FREEDOM FIGHTERS

You don't know how lucky you are, boy

Ah, the Cold War. A time when men were men and guns were guns. A time when putting lasers into space seemed like a good idea. A time when the world's two most powerful countries were always a poorly translated insult away from blowing the entire planet into fun-sized pieces. What delightful times those were.

Freedom Fighters—excuse me, the heretofore *almost criminally ignored Freedom Fighters*—takes us back to those good old days by exploring an alternate reality where the Cold War never ended. Where New Yorkers woke on a clear day in 2003 to find Russian copters hovering over Broadway and thickly accented newscasters on television. Where a mild-mannered plumber became an unlikely hero to citizens resisting the Russian "liberation."

It's a fascinating premise, not in the least because of the perspective it offers by placing the United States in the role of an oppressed nation occupied by hostile forces—a position we haven't been familiar with since we fought off Davison's people a couple centuries ago. If you're not careful, it'll make you think.

Of course, you can also just sit back and enjoy blasting the holy hell out of those damn dirty commies. But you're going to have to use a little more strategy than you would in your standard third-person shooter. You're vastly outnumbered, so you'll need to rely on guerrilla tactics to survive. Smash and dash, outflank, use every bit of available cover, and do your best to aim for those explosive barrels the Russkies are standing in front of. There's an atmosphere of tension, of victory hanging in the balance, that you don't often find in most overadrenalized action shooters.

Luckily, although you're outnumbered, you're not alone. By completing missions and performing good deeds, your Charisma rating improves. And the higher it gets, the more soldiers you can recruit to join your cause—up to 12. And they won't just follow and fire; you can also order them to defend a specific position or attack specific enemies. This adds diversionary tactics to your guerrilla arsenal; send a few of your team members up the middle to harass the enemy, then take the rest of the group in from the flank all quiet-like. Do it right and they'll never know what hit 'em.

You *will* need all this strategy. On anything but the easiest difficulty, this game gets plenty hard, contributing to the atmosphere of fighting against desperate odds.

If all this sounds interesting, you don't know the half of it. I haven't even talked about the nonlinear gameplay, the spectacular graphics, the rock-solid controls, the amazing physics (especially the rag-doll death animations—*wow*), the great variety of missions and settings, the solid voice acting, the awesome orchestral soundtrack, or the exceptional multiplayer (no online, though, sadly).

Remember, five stars do not equate to perfection. I wouldn't mind if the difficulty were dropped a bit, and the nonlinear gameplay can lead to some confusion if you don't know exactly what you ought to be doing next. And I wish you could do multiplayer online, or at least against bots.

But in the context of such a strong game, these are minor annoyances—hardly enough to take the polish off this gem.

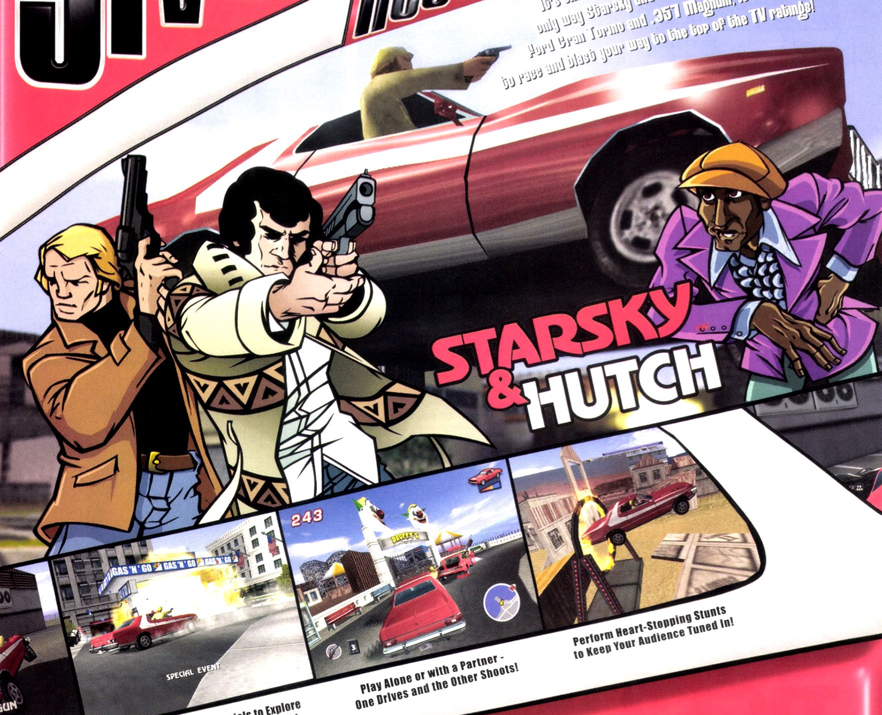
Joe Rybicki

★★★★★

Publisher: EA Games **Developer:** Io Interactive **MSRP:** $49.99 **ESRB:** Teen

Jive Turkeys
need not apply

It's time to clean up the streets of Bay City the only way Starsky and Hutch know how! With your Ford Gran Torino and .357 Magnum, it's up to you to race and blast your way to the top of the TV ratings!



18 Episodes and 3 TV Specials to Explore in 10 square miles of Bay City Streets!

Play Alone or with a Partner - One Drives and the Other Shoots!

Perform Heart-Stopping Stunts to Keep Your Audience Tuned In!

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TEEN
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Violence
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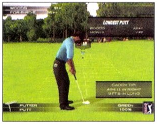
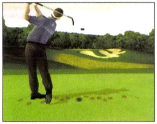
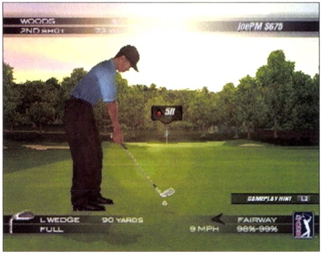
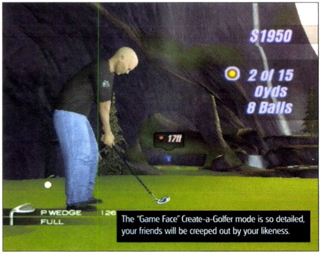








The "Game Face" Create-a-Golfer mode is so detailed, your friends will be creeped out by your likeness.

TIGER WOODS
PGA TOUR 2004
It just keeps getting better

5-STAR AWARD
OFFICIAL U.S. PLAYSTATION MAGAZINE

Longtime readers will remember the little dispute we had here at *OPM* a few years ago, when *Tiger Woods PGA Tour 2002* unleashed its awesome analog swing system on an unsuspecting world. Yours truly was lambasted for preferring it to that year's beloved *Hot Shots Golf* offering. Now, two years later, I'm reviewing the third *Tiger* game to include the still-unmatched analog swing. And how many other *Hot Shots* games have we seen on PS2? Oh, that's right—*none*. I rest my case.

I indulge in this bit of nostalgic gloating mainly because this year's *Tiger* is not all that fundamentally different from the game released two years back. Of course, when you have a control scheme that works as well as this one does, there's no reason to mess with it. Instead, the developers have contented themselves with relatively minor additions. However, unlike last year's game, *Tiger 2004*'s minor additions make more of a major difference than it would seem at first glance.

First, online: a no-brainer. Play against humans, in real-time, online. Store your EA Sports bio online so others can view your accomplishments. Talk trash with a headset. Need I say more?

Second, putting: The developers have made a concession in terms of the game's clean look and provided a putting overlay that shows the topographical features of the green. You no longer have to rely exclusively on your caddie's unpredictable recommendations; if you're being told to aim just left of the hole but you're seeing a huge break to the right, you might want to swing out just a little more. You may actually be rewarded for using your own judgement, which goes a long way toward addressing what has historically been the franchise's biggest weakness. It's not perfect—I still wish there was a better way to gauge distances on the green—but it's an undeniable improvement.

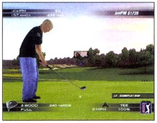
Third, the unbelievably robust Create-a-Golfer mode: There is literally infinite variety to the way you can make your character look. If you're not able to create a golfer that noticeably resembles you, you have to be damned strange looking. You can even create your own tattoos. And once you get that down, you get to select from a host of shirts, pants, shoes, hats—plus, you know, clubs, balls, and stuff like that. As you play through the game, you'll earn money to buy better equipment and will even earn endorsements, so specific companies pay you to wear their gear. Cool.

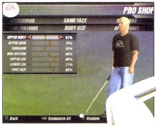
All this, plus a bunch more courses (real and fantasy), a bunch more golfers (ditto), and a couple more shot types, giving you even more precision to help you get out of those all-to-common tight spots.

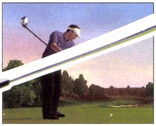
I'm racking my brain, but I can't think of anything that really bothers me about this game. The designers still need to tweak that putting interface, but if you're even the slightest fan of golf, (which, I might add, I'm not), there's so much to like about *Tiger Woods 2004*, you'll hardly notice that one little thing.

Joe Rybicki

★★★★★







Publisher: EA Sports **Developer:** EA Sports **MSRP:** $49.99 **ESRB:** Everyone

Because even the strongest heroes need help sometimes

"...strategy fans should be tenting their fingers in anticipation..."
-- GMR

"Don't expect a standard strategy-RPG, though the whimsical plot, bizarre graphics, and crazy minigames combine to make Disgaea a truly offbeat experience."
--Electronic Gaming Monthly

We've got company... how convenient.

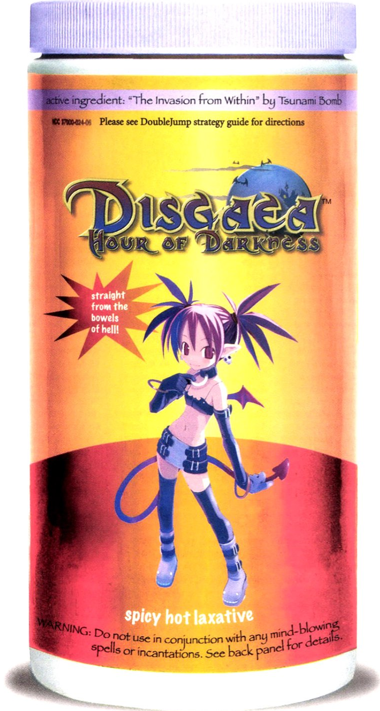
Over 40 Hours of gameplay with multiple endings!

Skull Splitter
2971
TOTAL DAMAGE 8 9 1 3

Unleash over 100 mind-blowing spells and special skills to lay waste to your enemies!

Warp
7 dm
Bonus Gauge 0

Dynamic Battle System: Switch your characters in and out of battle to match the strengths of your toughest opponents!


active ingredient: "The Invasion from Within" by Tsunami Bomb
Please see DoubleJump strategy guide for directions
DISGAEA
HOUR OF DARKNESS
TM
straight from the bowels of hell!
spicy hot laxative
WARNING: Do not use in conjunction with any mind-blowing spells or incantations. See back panel for details.

Samurai
Aptitude
Mana 3835897
Humanoid: High ATK. Good with swords, spears, and axes

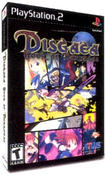
Customize your army with over 150 character classes and monsters!

2 ATTACKS
SPECIAL Hit!
TOTAL DAMAGE

New Formation Attack System allows up to 4 of your characters to do quadruple the damage on one enemy!

Omega Fire
TOTAL DAMAGE 0

Never before seen gameplay elements add a new dimension of strategy!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Disgaea
Hour of Darkness
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Get regular. Get Disgaea.

TEEN
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Mild Language
Mild Violence
ESRB CONTENT RATING www.esrb.org

PlayStation.2

RPG/SIM

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A LEGEND RETURNS
TO CRITICAL ACCLAIM
GameSpy Best of E3
GamePro
Best of PSM E3
PSE2
IGN.com Best of E3 Award
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THE SANDS OF TIME™

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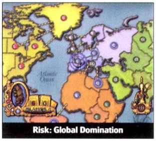
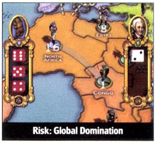
Write to us if you actually buy *Rugby*, OK?

HELLBOUND
Ron Perlman (*Alien Resurrection, City of Lost Children*) will play Hellboy in next year's *Hellboy* film.



Risk: Global Domination



Risk: Global Domination

RISK: GLOBAL DOMINATION

Publisher: Atari
Developer: Cyberlore
MSRP: $\$29^{99}$ **ESRB:** Teen

Reviewing *Risk: Global Domination* is a bit tricky; since it's such a direct port of the board game, any comment on the gameplay is, by proxy, a comment on the design of the original. *Risk: GD* plays like the board game, but with whizbang 3D graphics that portray soldiers in battle whenever a player makes an attack. This version not only integrates many the board game's popular rules and setting variants (such as commander dice, attack advantage, secret mission *Risk*, and capital *Risk*), it also supports online play and voice chat—for those nights when your "friends" aren't hanging out at your pad. If that isn't enough, there's a whole bevy of "unlockables" (mostly new kinds of dice and new A.I. players) that serve as rewards for doing things like capturing two continents in a single turn.

The only real downside is that it's not the most thrilling single-player game. If you have five A.I. players duking it out, expect to do a lot of reading or bathrooming, because the A.I. competitors take their time fighting, quipping, and moving. And while I can't statistically prove that the A.I. gets better dice rolls than I do, I'm baffled by how many double sixes it gets.

Like the board game, *Risk: GD* is a fun party game and a great introduction to strategy games in general. But, like the board game, you'll need other players, and if you don't have a Network Adaptor, you might ask yourself: Can't I get by with the old-school version?

Thierry Nguyen

★★★★

Romance of the Three Kingdoms VIII

Romance of the Three Kingdoms VIII

ROMANCE OF THE THREE KINGDOMS VIII

Publisher: Koei
Developer: Koei
MSRP: $\$49^{99}$ **ESRB:** Everyone

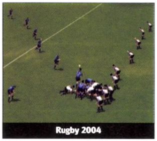
Every review of a *Romance* title is essentially the same: "Great for fans, too hardcore for nonfans." Guess what? Number eight doesn't buck that trend.

Fans will be glad to know that *RTK8*'s new additions make it the best one yet. New relationship options, such as Sworn Brother and Marriage, help maintain your legacy. Marriage particularly rocks, since you can learn new tactics from your spouse and produce offspring to continue your name. New tactics make tactical battle more interesting, strategically and aesthetically. Unfortunately, the tactical battles could still use work—a simple field battle can make you feel like it takes all 50 years the saga encompasses. And the A.I. tends to do somewhat questionable things, like flinging cavalry at castles. You don't exactly need to be a tactical genius to realize that horses don't do much damage against giant stone walls.

While managing civil, military, and interpersonal relations is pretty deep, the aesthetics hinder the overall experience. All that gameplay might not be enough to overcome the PS1-era graphics, the flurry of menu screens, and the forced memorization of a litany of similarly named, long-dead Chinese politicos. Hardcore strategy fans can easily overlook all of that, but newbies will likely have glazed eyes within 20 minutes. Like the previous games, it'll satisfy fans of the franchise while being nigh-impenetrable to others.

Thierry Nguyen

★★★



Rugby 2004

Rugby 2004

RUGBY 2004

Publisher: EA Sports
Developer: HB Studios
MSRP: $\$49^{99}$ **ESRB:** Everyone

EA Sports claims this is "the most complete and authentic rugby game available." The fact that it's the *only* rugby game available seems to have escaped them, but who can blame them for trying?

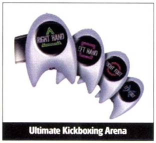
The first consideration you have to make with a game like this is that the audience is pretty limited. Expats from rugby-playing countries such as England, New Zealand, and Australia are probably the first in line, followed by slightly scary guys (and even scarier girls) at U.S. East Coast schools. If you don't know the sport, you probably won't pick up an appreciation for it the way you'd pick up an appreciation for football or basketball by playing *Madden* or *Live*, because there's very little frame of reference. That said, as a simulation, *Rugby* is pretty complete. There are 67 stadiums, 62 teams, and 1,500 players featured, and while it's not all put together with the usual slick and professional EA Sports gloss, it's competently done. Graphically, it looks like a hi-res PS1 game—not a beauty, like *FIFA* or *Madden*.

Those of you who know the sport will appreciate that while it's not as complicated as football, it does have many subtleties, and they're adequately portrayed here. The controls were apparently designed to be "simple," but I have to say that I struggled with the thing for the first hour or so. As with early *FIFA*s, I couldn't help feeling that my players were doing a hell of a lot better when I didn't get in the way by, y'know, pressing any buttons or anything.

John Davison

★★★

Ultimate Kickboxing Arena



Ultimate Kickboxing Arena

ULTIMATE KICKBOXING ARENA

Manufacturer: Naki
MSRP: $\$39^{99}$

Note to peripheral manufacturers: If you make a product that includes pods that attach to a player's extremities, it might be a good idea to make them resistant to damage arising from inadvertent contact with stationary objects. You might also want to make the power switches sturdy enough so that they won't turn themselves off when shaken—especially if the recommended use of the product encourages vigorous shaking.

I'm not saying the Ultimate Kickboxing Arena is poorly manufactured. It's just that when you have these little things on your wrists and ankles while you flail about drunkenly (because, really, the only time you'd be caught dead using it is when you're drunk), you kind of need the extra durability that thick plastic provides.

That said, this thing is sort of neat, in a use-for-a-week-then-never-pull-out-of-the-closet-again kind of way. The sensors (which seem to use the tried-and-true "shaking ball" technology) are surprisingly responsive, and unlike the roughly comparable Thrustmaster Fighting Arena, the UKB uses RF wireless (not infrared), so it's a lot more user-friendly. You can just snap it to your arm or leg; you don't have to attach it to a particular area or in a specific way.

Unfortunately, since the four sensors correspond to the four face buttons on your DualShock, you'll get full use out of the UKB only with *Tekken* games. That limits its appeal even further, making it little more than a novelty.

Joe Rybicki

★★

PS1 Quick Hits

ATV MANIA

Publisher: Gotham Games
Developer: Deibus
MSRP: $\$9^{99}$ **ESRB:** Everyone

Holy crap, this game actually looks good (for a PS1 game) and plays well. There's a little bit of stickiness to the edges of the course, and weapon targeting in Arcade mode could be more precise, but hey—it's 10 bucks. **–J.R.**

★★★★

HELLBOY: ASYLUM SEEKER

Publisher: DreamCatcher
Developer: Hoplite Research
MSRP: $\$9^{99}$ **ESRB:** Mature

I had to convince *OPM* to let me review this PC port of my favorite comic, even though I knew it would be a stinker. God, help me—I didn't think it could ever be this bad. *Hellboy* fans: It ain't worth it. **–J.B.**

½

PS2 Hardware

KATANA

Manufacturer: Elite Interactive
MSRP: $\$24^{99}$

This is a comfortable pad with great response from the sticks, the D-pad, and the face buttons, making it excellent for fighting games. Sadly, you have to exert superhuman force to activate the shoulder buttons, making it awful for any game that requires them. **–J.R.**

★★½

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*Warning: May cause mild addiction

REPLAY

We help you suck less at your games.

130

SOUL CALIBUR II

Feed the fire to keep your soul burning

We're having a hard time figuring out how to begin such a massive game, so we got *GameNOW* to guide us in using Talim and Raphael. Go burn some soul!

INSIDE REPLAY

138 Madden NFL 2004

Best NFL game ever? If so, you'll probably want to know how to win at it. The straight scoop on offense and defense, with more to follow.

PS2 Games

140 .hack//MUTATION
140 Disgaea: Hour of Darkness
129 Essential Board Games
134 Everquest Online Adventures
142 Reader Reviews
134 SOCOM: U.S. Navy SEALs
132 Tomb Raider: The Angel of Darkness

136 Silent Hill 3

How does EVERY secret sound to you? Yes, even the one that puts Douglas in his boxers for the whole game. We don't discriminate here, we're equal-opportunity underwear hounds.

PS2 TRICKS AND REVIEW ARCHIVE

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-star score. A number ❶ indicates its rank in the top-selling games for each system.

GAME	PUBLISHER	SCORE	ISSUE
❼ **.hack//INFECTION**	**Bandai**	★★★½	**65**

EXTRA DUNGEONS

Pay attention to the OVA packed in with the game for some hints about special dungeons; the anime mentions three possibilities. Try this one: Dog-Dancing, Passionate, Tri Pansy. Be sure to pick up the Ceramic Helm!

.hack//MUTATION	Bandai	★★★★	69
18 Wheeler American Pro Trucker	Acclaim	★★★★	52
4x4 EVO	GOD Games	★★★★	44
2002 FIFA World Cup	EA Sports	★★★★	58
Ace Combat 04: Shattered Skies	**Namco**	★★★★½	**51**
Activision Anthology	Activision	★★★★	64
Aero Elite: Combat Academy	Sega	★★★	67
The Adventures of Cookie & Cream	Agetec	★★★½	44
Aggressive Inline	Acclaim	★★★★½	59
Airblade	Namco	★★★★	53
Aliens Versus Predator: Extinction	EA Games	★★★½	72
All-Star Baseball 2002	Acclaim	★★★½	44
All-Star Baseball 2003	Acclaim	★★★½	56
All-Star Baseball 2004	Acclaim	★★★	67
Amplitude	Sony CEA	★★★★	68
Antz Extreme Racing	Empire	★½	61
⓯ **Ape Escape 2**	**Ubi Soft**	★★★★½	**70**

PLAY AS SPIKE

Wonder where the heck Spike from *Ape Escape* was? Successfully complete the game after finding all 300 monkeys. Highlight "New Game" at the main menu, then press L1 + Start to play as Spike from the original *Ape Escape*.

Aqua Aqua	3DO	★★	42
❾ **Arc the Lad: Twilight of the Spirits**	**Sony CEA**	★★★★	**70**

Want to go the extra mile? Here's where to find all the Spirit Dictionaries and Ancient Tablets.

SPIRIT DICTIONARY QUEST

Talk to the man on the second floor of the tavern in Yewbelle to start the Spirit Dictionary quest. He'll give you the first one when you return his pot. The rest are found in the Assembly Hall in Cathena, inside the Main Plant in Sulfas, inside the Mountain Stronghold, and in the Fortune Hall in Milmarna.

ANCIENT TABLET QUEST

After Greedo dies, open his chest to start the Ancient Tablet quest. You'll get the first one after getting the Phoenix Blood back; the rest can be found in Drakyrnia, outside the cave in Dragon Bone Valley, inside the Coleopt Shrine, in an alley in Rueloon, in the Pyramid, and in the Chaos Forest.

Arctic Thunder	Midway	★	50
Armored Core 2	Agetec	★★★	39
Armored Core 2: Another Age	Agetec	★★★½	48
Armored Core 3	Agetec	★★★½	61
Army Men: Air Attack	3DO	★★★½	44
Army Men: Green Rogue	3DO	★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★½	45
ATV Offroad Fury	**Sony CEA**	★★★★	**42**
ATV Offroad Fury 2	Sony CEA	★★★★	64
ATV Quad Power Racing 2	Acclaim	★★★★	66
Auto Modellista	Capcom	★★½	69
Baldur's Gate: Dark Alliance	Interplay	★★★★½	52
Barbarian	Titus	★★	57
Bass Strike Virtual Fishing Tournament	THQ	★½	51

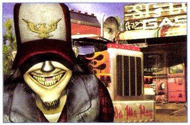
132
RAID
Tomb Raider: AOD
Fiendish help

dreadnaught
134
CHAT
EQOA/SOCOM
Tips and Internet buddies

It is good to have a solid plan
140
HACK
.hack//MUTATION
Cool extra dungeon for you

GAME	PUBLISHER	SCORE	ISSUE
Batman: Vengeance	Ubi Soft	★★★	51
Battle Engine Aquila	Atari	★★★½	65
❸ **Big Mutha Truckers**	**Empire**	★★★	**71**

Who knew that gamers were truckers?



We sure didn't, but you proved us wrong. Well, here's a single code that will unlock everything you would normally need multiple codes for. Hope this helps you with your trucking trouble.

Enter **CHEATINGMUTHATRUCKER** as a code in the options screen. All cheats—even the Evil Truck!—will be unlocked.

GAME	PUBLISHER	SCORE	ISSUE
Black & Bruised	Majesco	★★★★	67
Blade II	Activision	★★	62
Blood Omen 2	Eidos	★★★½	57
BloodRayne	Majesco	★★★½	63
Bloody Roar 3	Activision	★★★½	47
BMX XXX	Acclaim	★½	65
Bombastic	Capcom	★★½	72
Breath of Fire: Dragon Quarter	Capcom	★★★★	67
Britney's Dance Beat	THQ	★★★★	58
The Bouncer	Square EA	★★★	42
Burnout	Acclaim	★★★★½	52
Burnout 2: Point of Impact	Acclaim	★★★★	63
Cabela's Big Game Hunter	Activision	★★½	67
Capcom vs. SNK 2	Capcom	★★★★½	51
CART Fury	Midway	★	47
Casper: Spirit Dimensions	TDK Mediactive	★★½	50
Chaos Legion	Capcom	★★★½	70
Chessmaster	Ubi Soft	★★★½	70
Choplifter: Crisis Shield	Xicat	★★★	69
City Crisis	Take 2	★★★	48
Clock Tower 3	Capcom	★★★	68
Colin McRae Rally 3	**Codemasters**	★★★★★	**68**
Commandos 2: Men of Courage	Eidos	★★	62
Conflict: Desert Storm	Gotham Games	★½	63
Conflict Zone	Ubi Soft	★★½	63
Contra: Shattered Soldier	Konami	★★★★½	64
Cool Boarders 2001	Sony CEA	★★★★	46
Crash Bandicoot: The Wrath of Cortex	**Universal**	★★★½	**51**
Crazy Taxi	**Acclaim**	★★★★	**46**
Dark Angel: Vampire Apocalypse	Metro3D	★½	49
Dark Cloud	**Sony CEA**	★★★★½	**46**
Dark Cloud 2	**Sony CEA**	★★★★★	**66**
Dark Summit	THQ	★★★½	52
Dave Mirra Freestyle BMX 2	**Acclaim**	★★★½	**50**
DDRMAX	Konami	★★★★	63
Dead or Alive 2: Hardcore	Tecmo	★★★★½	39
Dead to Rights	Namco	★★★	65
Def Jam: Vendetta	EA Sports Big	★★★★	67
Defender	Midway	★★★½	62
Deus Ex: The Conspiracy	Eidos	★★★★½	56
Devil May Cry	**Capcom**	★★★★★	**50**
Devil May Cry 2	Capcom	★★★	66
Dino Stalker	Capcom	★★★½	61
Disaster Report	Agetec	★★★½	65
Disgaea: Hour of Darkness	Atlus	★★★★	72
Disney Golf	EA Games	★★★★	61
Disney's PK: Out of the Shadows	Ubi Soft	★★½	63
Disney's Treasure Planet	Sony CEA	★★★½	64
Donald Duck: Goin' Quackers	Ubi Soft	★★★½	42
Downforce	Titus	★★	57

GAME	PUBLISHER	SCORE	ISSUE
⓭ **Downhill Domination**	**Sony CEA**	★★★★	**71**

OLD-SCHOOL CHEAT LIST

We were going to make some really bad pun about totally dominating while on a hill, but we decided against it. Instead, we've got some codes for ya(enter them fast and furiously, as these are inputted while actually playing).

Unlock Code	↑, △, ↓, ⊗, ←, ○, →, □

(enter this to enable the other codes)

Super Bounce	←, □, ⊗, ↑, △
Anti Gravity	↓, △, □, □, ↑
Mega Flip	→, ↑, ↑, →, →, □
Super Bunny Hop	↑, ⊗, ←, □, ↑
Adrenaline Boost	↓, ←, ←, →
Stoke Trick Meter	↓, ←, ←, →, →
Combat Upgrade	↑, ↓, ←, ←, →
Upgrade to Bottle	↑, ↓, ←, ←, →, →
Energy Restore	↓, →, →, ←, ←

GAME	PUBLISHER	SCORE	ISSUE
Dr. Muto	Midway	★★½	63
Dragon Ball Z: Budokai	Atari	★★★½	65
Dragon Rage	3DO	★½	54
Drakan: The Ancients' Gates	Sony CEA	★★★★	53
Driven	Bam	★	52
Driving Emotion Type-S	Square EA	★★½	41
Drome Racers	EA Games	★★½	64
Dropship	Bam	★★★★	57
Dual Hearts	Atlus	★★★	61
Dynasty Tactics	Koei	★★★★½	61
Dynasty Warriors 2	Koei	★★★★	38
Dynasty Warriors 3	Koei	★★★★	52
Dynasty Warriors 3: Xtreme Legends	Koei	★★★½	65
Dynasty Warriors 4	Koei	★★★★½	68
Ecco the Dolphin: Defender of the Future	Acclaim	★★½	56
Egg Mania: Eggstreme Madness	Kemco	★★½	61
Endgame	Empire	★★	59
⓬ **Enter the Matrix**	**Atari**	★★★	**71**

Here are all the codes in case you're still playing through this incomprehensible mess, desperately hoping that The Explainer would be around to tell you what's going on. Open the Hacking program, type "Cheat," and hit Return. Then enter these codes for the following goodies:

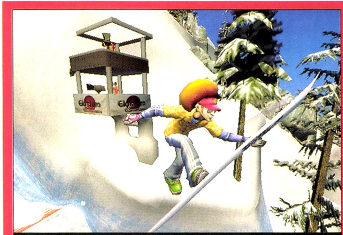
Maximum firepower	0034AFFF
Infinite ammo	1DDF2556
Infinite focus	69E5D9E4
Infinite health	7F4DF451
Test level	13D2C77F
Enemies ignore you	FFFFFFF1
Low gravity	BB013FFF
Extra speed	FF00001A
Multi-player fighting	D5C55D1E
Faster Logos	7867F443
Taxi Driving	312MF451

(you need to have completed some of the driving levels)

GAME	PUBLISHER	SCORE	ISSUE
Ephemeral Fantasia	Konami	★½	49
Escape From Monkey Island	**LucasArts**	★★★★★	**46**
ESPN International Track & Field	Konami	★★★	39
ESPN International Winter Sports 2002	Konami	★★★★	54
ESPN MLS Extra Time	Konami	★★	44
ESPN National Hockey Night	Konami	★½	45
ESPN NBA 2Night	Konami	★★	42
ESPN NBA 2Night 2002	Konami	★★★	56
ESPN NFL Football	Sega Sports	★★★★½	72
ESPN Winter X Games Snowboarding	Konami	★★★	41
ESPN Winter X Games Snowboarding 2002	Konami	★★★	53
ESPN X Games Skateboarding	Konami	★★★★	49
Eternal Ring	Agetec	★★	38
Eve of Extinction	Eidos	★★½	56
Everblue 2	Capcom	★★★	66
Evergrace	Agetec	★★	39
EverQuest Online Adventures	Sony Online Ent.	★★½	66

ESSENTIAL BOARD GAMES

Strap on these games to beat boredom



He's happy to be boarding rather than be bored.

SSX TRICKY

★★★★★ **MSRP:** $19.99

PlayStation 2
SSX TRICKY
BIG

It's easily the best snowboarding game ever. That is, until our cover star, *SSX 3*, comes out. Incredibly addictive, with a balanced tricks system and a great cast of characters. Plus, having Run DMC on the soundtrack is reason enough to own this gem.

Play as Mix Master Mike: At the Title screen, hold L1+R1 and press ⊗, ⊗, →, ⊗, ⊗, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑.

TONY HAWK'S PRO SKATER 4

★★★★★ **MSRP:** $39.99

PlayStation 2
TONY HAWK'S PRO SKATER 4

With seemingly infinite depth, *Pro Skater 4* gives you the impression that anything can happen. It challenges you to be physically precise as well as mentally flexible. Tons of fun for the casual or hardcore gamer. Radical, dood.

Unlock everything: Why bother with those chump codes when you can enter this one: watch_me_xplode.

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

★★★★½ **MSRP:** $49.99

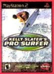
PlayStation 2
WAKEBOARDING
UNLEASHED!

We initially wrote this one off as Tony Hawk on a wakeboard, but we were wrong. *Murray* easily proved itself to be a great game in its own right. Too bad no one gives a crap about wakeboarding.

All boards: Press ↑, ↑, ←, ←, →, →, ↓, ↓, ↑, ←, →, ↓, ↑, ←, →, ↓.

KELLY SLATER'S PRO SURFER

★★★½ **MSRP:** $19.99



Yeah, it's a surfing game. And surfing games...well, they're kinda dull. But this one does such a good job of capturing the sport that it's easily the best of its genre. A definite purchase for actual surfers, but a worthy rental for the rest of us.

Tony Hawk! Enter the following number on the Cell Phone Cheat screen: 323-555-9787.

ICO

★★★★★ **MSRP:** $29.99

PlayStation 2
ICO

One day, when The Art of Videogames is a subject taught in schools everywhere, *Ico* will be the centerpiece of the curriculum. It's that incredible. Plus, it's packed with challenging puzzles and is a blast to play. Buy it. Now.

Essential board game?! It's a stretch... but Ico smacks those ghosts around with a big stick. That counts, right?

CHESSMASTER

★★★½ **MSRP:** $19.99

PlayStation 2
CHESSMASTER

Of all the traditional board games, chess reigns supreme. Try *Chessmaster* if you wanna hone your skills and practice your play en route to becoming an international grand master. You can do it!

Cheat codes? Good lord, you wanna cheat at chess? Look, the only way to get better is through practice. Now get to it, you slacker.

SOUL CALIBUR II

Burn away with Raphael and Talim

Key Terms

Here are a few concepts you'll need to understand if you hope to shed your *Soul Calibur* scrubbiness and become a true champion.

FRAMES A way to express time. The game runs at 60 frames per second; thus, one frame is equal to one-sixtieth of a second.

AIR CONTROL Lets you control your trajectory once you've been hit in the air. Air Control (AC) keeps you from getting Ringed Out and can often get you out of the range of devastating combos. So use it!

GUARD IMPACT Guard Impact is executed in two ways: ➡⊗ and ⬅⊗. The ➡⊗ execution works only on high- and mid attacks, and the ⬅⊗ execution works only on mid- and low attacks. When you Guard Impact your opponents' attacks, you leave them vulnerable for a second, giving you an opportunity to counterattack. While in this state, your opponents can't block—they can either sit there and take it or Guard Impact you back.

GUARD CRUSH This is what happens when you're hit with certain attacks—usually, really hard-hitting ones. Its effect is the same as Guard Impact's.

TECH ROLLING When you get knocked down, you can move in any direction—this is called Tech Rolling. It's invaluable for avoiding "wake-up tactics"—moves that your opponents can use against you when you're on the ground. While you can Tech Roll as an evasive maneuver, you can block only from a backward roll. ⬅⊗ will block most mid attacks, while ⬅⊗⬇ will block most low attacks.

STEP AND 8-WAY RUN These are vital concepts in *SC2*. They're performed in a similar manner, but their effects are very different. 8-Way Run (8WRun) is a multidirectional walk (do it by holding any direction or by double tapping) and is used mainly to cover distance, but some very useful attacks can be executed only while doing 8WRun.

Step is used mostly for evasion. Do it by tapping in any direction, causing your character to quickly snap in the chosen direction.

RECOVERS CROUCH CANCEL Yeah, it's a mouthful. Basically, RCC is the act of buffering a Step or 8WRun command while you're ducking. Doing so will cause you to pop back up on your feet, which is essential for some combos.

Glossary

BUFFER Entering the command for a move during the execution of another move.

CANCEL Deliberately stopping an attack before it executes. Some moves can have their attack motion Canceled by pressing ⊗. Others allow specific inputs to Cancel the motion.

COUNTERHIT Interrupting an attack before impact. Counterhits inflict more damage and produce added effects. You'll know when you've Countered when you see red sparks on impact.

CRUMPLE STUN A Stun state often produced by Counterhits; it leaves opponents completely vulnerable as they slowly crumple to the ground.

DOUBLE OVER STUN A special Stun that causes opponents to hunch over, then slowly fall to the ground. It can be escaped by holding ⊗ and shaking the stick/D-pad like crazy.

FULLY CROUCHED Moves that require a Fully Crouched or While Crouching execution must be done while the character is completely crouching.

LAUNCHER An attack that launches opponents into the air, allowing for nasty follow-up attacks.

MIX-UP A simple attack series that's designed to keep opponents guessing.

SPIN STUN A type of Stun that leaves opponents spinning like tops.

THROW SHIFT An attack that will link to throws on hit or with additional inputs. Throw Shifts are usually inescapable.

TRACKING A move's ability to stay locked on target.

WAKE-UP The art of pressuring a downed opponent.

WHILE RISING The brief moment between a crouch and a standing position. Many of *SC2*'s moves are executed in this envelope.

WHIFF A missed or failed strike.

Got an awesome combo for either Raphael or Talim that we missed? Write to us at opm@ziffdavis.com with the subject "Replay: Awesome SC2 combos" then.

Raphael

Conniving players who like to make precise, calculated attacks should choose Raphael.

SOUL CHARGE CANCELS (SCC) The Soul Charge Cancel technique Cancels the recovery of an attack with a Soul Charge, which can in turn be Canceled. This technique is not unique to Raphael, but he possesses the largest number of SCCs.

The three moves that can be SCCed:

- ➡△△
- 8WRun + ⬊▢/⬈▢
- Fully Crouched + ⬊▢▢

➡△△ and 8WRun ⬊▢/⬈▢ are the most effective, while Fully Crouched ⬊▢▢'s slow speed makes it less useful. An SCC consists of two parts. First, hold down the button for the last attack performed, then immediately press the other Attack buttons. For example, try ➡△, △+▢+◎.

Canceling the string into the Soul Charge animation is the first part of the SCC. The second is executed when you press ⊗ to Cancel the Soul Charge animation. This is the tricky part—it has to be precise. For example, the full command input to SCC ➡△△ would look like this: ➡△△▢+◎⊗.

Raphael is a great character to practice the Soul Charge Cancels.

SCCs are great for throwing off opponents who're waiting for follow-ups. Plus, they leave you in a Level One Soul Charge state, which makes your ⬇⬊➡▢+△ a Guard Crush!

AUTO EVADES (AE) Raphael's unique dodging technique is called Auto Evade (AE). One version of the AE, Spiral Envelopment (▢+◎), evades thrusting-, low-, and mid attacks. Another version, Circular Envelopment (△+◎), evades thrusting-, mid-, and high attacks.

When you execute an AE command, Raphael enters a special animation. If an opponent uses an appropriate attack on him during the beginning of this animation, Raphael automatically evades it.

Auto Evades take Raph out of harm's way.

POKING

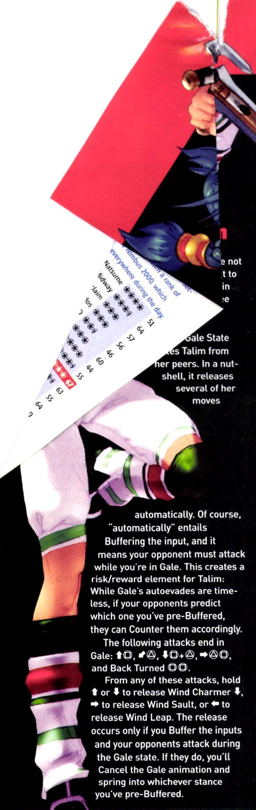
⬋△, ⬇⊗, and 8WRun ⬋▢/⬉▢: These low pokes are great for pestering your opponents. The last two leave Raphael at an advantage and set up his While Rising attacks. While Rising △ and While Rising ▢+△ will interrupt your opponents' Counterattacks.

➡➡△ and ⬇⬊➡△: These are Raphael's main lunging moves for punishing whiffed attacks. Bait your opponent with Raphael's lows or dance in and out of range with his special movements (⬇⬋⬅ or ⬇⬊➡) and then punish whiffs.

⬊△: This move is fast and safe on block, and it's Raphael's primary combo starter. Follow up successful hits with a ➡△△, then move into a SCC. After the SCC, another ⬊△ will hit grounded opponents who stay down or try to roll. You can also mix up his Level One Guard Crush (⬇⬊➡▢+△) and lows on those who try to block.

SAY "THANK YOU!"

Those youngsters at *GameNOW* were cool enough to share their guide for *SC2*.



e not
t to
in
e

Gale State
es Talim from
her peers. In a nutshell, it releases
several of her
moves automatically. Of course, "automatically" entails Buffering the input, and it means your opponent must attack while you're in Gale. This creates a risk/reward element for Talim: While Gale's autoevades are timeless, if your opponents predict which one you've pre-Buffered, they can Counter them accordingly.

The following attacks end in Gale: ⬆□, ⬋△, ⬇□+△, ➡△□, and Back Turned □□.

From any of these attacks, hold ⬆ or ⬇ to release Wind Charmer ⬇, ➡ to release Wind Sault, or ⬅ to release Wind Leap. The release occurs only if you Buffer the inputs and your opponents attack during the Gale state. If they do, you'll Cancel the Gale animation and spring into whichever stance you've pre-Buffered.

Overuse Gale and your opponents will punish you, so moderation combined with baiting tactics will yield the best results. For example, a whiffed ⬉□ will often provoke a response. It looks like an execution error, and your opponents' responses can be Countered with Gale-based stances.

Wind Charmer ⬋ (8WRun ⬇△+○ / 8WRun ⬆△+○) The following attacks link to Wind Charmer ⬋: □□⬇ or ⬆

- 8WRun ⬇□⬇/⬆□⬇ / ⬆□⬆
- 8WRun ⬇△⬇/⬆△⬇ / ⬆△⬆
- 8WRun ⬋△⬇/⬉△⬇ or ⬉△⬆.

Wind Charmer ⬋ has two attack options: □, which is identical to Talim's 8WRun ⬊□/⬈□ and ⊗+□ or ⊗+△, a throw that inflicts minor damage but leaves Talim at a slight advantage.

The □□⬇/⬆ shift to Wind Charmer ⬋ is your main tool here. Talim's □□ is among the fastest in the game, so as an interrupt and opener, it will form an important corner of your strategy. If the □□⬇/⬆ connects, beating Wind Charmer ⬋□ is next to impossible. As your opponents realize the futility of interrupting here, they will begin to cower. Once they do, use the Wind Charmer ⬋ ⊗+□ or ⊗+△ to chip away at their life and gain a substantial advantage. With its timing advantage, nothing will beat Talim's △△. Once your opponents learn this, use the ⬇⬊➡△ Guard Crush and ⬋□ to keep them guessing.

Wind Charmer ⬇ (⬇△+⊗ / ⬆△+⊗) The following attacks link to Wind Charmer ⬇:

- ⬊□
- △△□⬇/⬆
- ⬅△⬇/⬆
- □+△⊗
- △△⬇/⬆
- △△⬅○
- ⬅△△⬇/⬆
- ⬅□+△
- Back Turned ⬅○

Wind Charmer ⬇ has many options, essentially putting Talim's entire Back Turned arsenal at your disposal. Use her Back Turned ⬇□ and Back Turned △△ as your standard mix-up. Beyond this, simple pokes and Cancels make up the bulk of her Wind Charmer ⬇ barrage. Since Talim's Fully Crouched game is strong, Back Turned ⬇○ and Back Turned ⬇□ are strong attacks she can utilize while keeping her risk levels minimal.

If your opponents hesitate at all when they see Wind Charmer ⬇, Cancel the Back Turned state with ⊗ and pressure them with Talim's ⬇⬊➡⊗ + △⬅➡⊗ + △⬇⬋⬅△ + ○ multithrow.

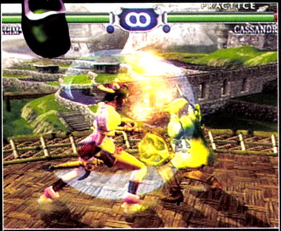
EVASION THROUGH OFFENSE Focusing on the handful of attacks that automatically link to her special stances is limiting and counterproductive. Aside from these stances, Talim has several attacks suited to evade and Counter incoming attacks.

8WRun ⬊□/⬈□: Although a staple, this particular attack not only crouches under high attacks but also jumps, making it invulnerable to low attacks. And even when she's hit out of it, she can Air Control away. This attack's merit lies not only in its evasive prowess, but also in its ability to cover space, push the opponent out, and Ring Out. This is, hands down, Talim's most abusive attack.

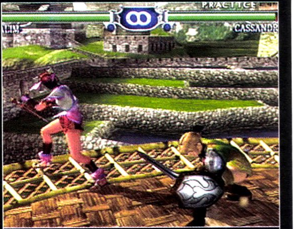
⬋□+△: Few attacks can cut straight through high attacks as well as ⬋□+△. It effectively shuts down high attacks and can be executed from a crouching state, making it adept at punishing blocked low attacks.

TELL US WHAT YOU THINK

Which SC2 characters do you want to see next in Replay? Send us an e-mail at **opm@ziffdavis.com** and title it "Replay: SC2 Characters."



High attacks can often be cut through.



Don't just step away, learn to attack *and* evade simultaneously.

GAME	PUBLISHER	SCORE	ISSUE
Evil Dead: A Fistful of Boomstick	THQ	★★★	70
Evil Twin	Ubi Soft	★★	52
Evolution Skateboarding	Konami	★★½	63
Evolution Snowboarding	Konami	★	65
Extermination	Sony CEA	★★½	48
Extreme G III	Acclaim	★★★★	50
F1 2001	**EA Sports**	**★★★★★**	**52**
F1 2002	EA Sports	★★★★½	60
F1 Career Challenge	**EA Sports**	**★★★★★**	**71**
F1 Championship	Ubi Soft	★★★★	43
F1 Championship Season 2000	EA Sports	★★½	41
Fantavision	Sony CEA	★★★★	40
Fatal Frame	Tecmo	★★★★	55
Ferrari F355 Challenge	Sega	★★	61
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA 2002	EA Sports	★★★★½	51
FIFA Soccer 2003	**EA Sports**	**★★★★★**	**63**
Fighter Maker 2	Agetec	★½	64
Final Fantasy X	**Square EA**	**★★★★★**	**53**
Finding Nemo	THQ	★★★½	71
Fireblade	Midway	★★½	59
Fisherman's Challenge	Konami	★★	67
Forever Kingdom	Agetec	★½	53
Formula One 2001	Sony CEA	★★½	50
Freaky Flyers	Midway	★★★½	72
Freekstyle	EA Sports Big	★★★★	59
Freestyle Metal X	Midway	★★★	71
Frequency	Sony CEA	★★★½	52
Frogger: The Great Quest	Konami	★½	53
Fur Fighters: Viggo's Revenge	Acclaim	★★★	46
Futurama	Vivendi Universal	★★½	72
G1 Jockey 3	Koei	★★★½	69
Gadget Racers	Conspiracy	★★★½	50
Galerians: Ash	Sammy	★½	66
Gallop Racer	Tecmo	★★	48
Gallop Racer 2003: A New Breed	Tecmo	★★★	69
Gauntlet: Dark Legacy	Midway	★★★½	46
The Getaway	Sony CEA	★★★★	66
Giants: Citizen Kabuto	Interplay	★★★½	51
Gitaroo-Man	Koei	★★★½	53
Godai: Elemental Force	3DO	★½	54
Gradius III and IV	Konami	★★½	39
Gran Turismo 3: A-spec	**Sony CEA**	**★★★★★**	**46**
Grand Prix Challenge	Atari	★★★½	68
⑩ **Grand Theft Auto: Vice City**	**Rockstar**	**★★★★★**	**63**

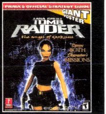
Of all the cheats in this brilliant game, these are our personal favorites. So, to get on with playing as someone new (although no one's cooler than Vercetti), punch these in during gameplay.

UNLOCKABLE SKINS	
Ricardo Diaz	L1, L2, R1, R2, ⬇, L1, R2, L2
Lance Vance	○, L2, ⬅, ⊗, R1, L1, ⊗, L1
Candy Suxxx	○, R2, ⬇, R1, ⬅, ➡, R1, L1, ⊗, L2
Ken Rosenberg	➡, L1, ⬆, L2, L1, ➡, R1, L1, ⊗, R1
Hilary King	R1, ○, R2, L1, ➡, R1, L1, ⊗, R2
Love Fist Guy #1	⬇, L1, ⬇, L2, ⬅, ⊗, R1, L1, ⊗, ⊗
Love Fist Guy #2	R1, L2, R2, L1, ➡, R2, ⬅, ⊗, □, L1
Phil Cassidy	➡, R1, ⬆, R2, L1, ➡, R1, L1, ➡, ○
Sonny Forelli	○, L1, ○, L2, ⬅, ⊗, R1, L1, ⊗, ⊗
Mercedes	R2, L1, ⬆, L1, ➡, R1, ➡, ⬆, ○, △
GENERAL MAYHEM	
Robocops	○, L1, ⬇, L2, ⬅, ⊗, R1, L1, ➡, ⊗
Pedestrians Have Weapons	R2, R1, ⊗, △, ⊗, △, ⬆, ⬇
Gals Drop Weapons	➡, L1, ○, L2, ⬅, ⊗, R1, L1, L1, ⊗
Media Level Meter	R2, ○, ⬆, L1, ➡, R1, ➡, ⬆, □, △
Hovering Cars	➡, R2, ○, R1, L2, □, R1, R2
Strange Wheels	R1, ⊗, △, ➡, R2, ○, ⬆, ⬇, □
Double Your Car Speed	R1, R2, L1, L1, ⬅, ⬇, ➡, ⬆, ⬅, ⬇, ➡, ⬆

Grand Theft Auto III	**Rockstar**	**★★★★★**	**52**
Grandia II	Ubi Soft	★★★½	53
Grandia Xtreme	Enix	★★★½	62
Gravity Games Bike: Street, Vert, Dirt	Midway	½	61
The Great Escape	Gotham Games	★★★½	72
GTC Africa	Majesco	★★½	58
Guilty Gear X	Majesco/Sammy	★★★★	51

TOMB RAIDER THE ANGEL OF DARKNESS

Fiends from Prima's guide to the Book of Monsters



TENDRIL TRUNK

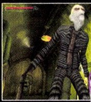
Located: Bio-Research Facility
Strengths: Impervious to weapon fire
Weaknesses: Susceptible to poisoned feed
Dispatch With: Poisoned feed

The vast botanical gardens, tended lovingly by the psychotic Dr. Grant Muller, are full of countless gigantic flora and fauna. Muller's experimentation with DNA and the dark arts has yielded intelligent, but vicious, plant life, which in turn provides valuable test data for the construction of the Nephilim. One of the doctor's more useful creations is the Tendril Trunk—a pustule-ridden tree with protruding appendages that wrap and hold with great force. It cannot be defeated by ordinary ordnance; pump poisoned feed into its trunk so its tentacles recede.

CARNIVOROUS HORROR

Located: Bio-Research Facility
Strengths: Close proximity to keeper
Weaknesses: None
Dispatch With: N/A

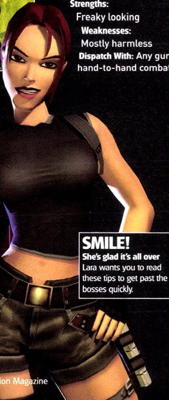
Dr. Muller is responsible for testing and perfecting a variety of secret "projects" inside the Bio-Research Facility of the Strahov Fortress. Of course, these projects often result in hideously mangled creatures that you'll want to kill immediately. One of the doctor's pet projects is a ceiling-dwelling entity with a gaping maw and a penchant for human flesh. Muller is currently keeping this deviant alive as a kind of guard dog. This becomes apparent when Lara witnesses it swallow Kristina Boaz whole (thankfully, Miss Croft doesn't have to fight this form of the creature). Later, the mutation utilizes Boaz's DNA and transforms into a frightful beast (detailed later).



SANITARIUM ZOMBIE

Location: Sanitarium
Strengths: Freaky looking
Weaknesses: Mostly harmless
Dispatch With: Any gun, hand-to-hand combat

Kurtis finds these poor devils in the Sanitarium. Kidnapped by the Cabal and subjected to unholy experiments that destroyed their sanity and humanity, Sanitarium Zombies shuffle along the halls. Their attacks are limited to slapping at Kurtis with the loose sleeves of their straightjackets or biting him with the few teeth they have left. Do them a favor and put them out of their misery. Shoot them from short range to conserve ammunition.



SMILE!
She's glad it's all over
Lara wants you to read these tips to get past the bosses quickly.

PROTO-NEPHILIM

Location: Sanitarium
Strengths: Fast, vicious, incredibly resistant to damage
Weaknesses: Predictable attacks, vulnerable to Boran X ammo
Dispatch With: Boran X

When she shuts off the power to the Maximum Containment Area in the Strahov Fortress level, Lara inadvertently frees Proto-Nephilim, one of the Cabal's most dangerous alchemical experiments. Resembling a cross between a wolf and a boar, the Proto-Nephilim busts out of its chamber and proceeds to devour most of the staff. Kurtis spends the Sanitarium and Maximum Containment Area levels chasing Proto-Nephilim back to its lair, where he must ultimately destroy it.

The Proto-Nephilim's preferred method of attack is to crawl into rooms through ventilation ducts and leap out at its startled prey. Not only is it unbelievably fast and possessed of sharp teeth and long claws, it's also extremely dexterous, negotiating narrow ledges and swinging from pipes with its five-fingered paws. It can also recover from severe damage quickly, appearing to rise from the dead, which is as psychologically damaging to its prey as it is physically threatening.

SANITARIUM MUTANT

Location: Sanitarium
Strengths: Fast, powerful close-range attack, usually found in pairs
Weaknesses: Not bulletproof
Dispatch With: Boran X

Sanitarium Mutants are Sanitarium Zombies infused with Nephilim DNA, endowing them with huge, sharp claws and a terrifying bloodlust. They tend to appear out of nowhere and quickly rush you. If you don't have your gun drawn when they appear, expect to take some damage before killing them. Fortunately, they're not much more resistant to injury than Sanitarium Zombies, and Kurtis' Boran X pistol dispatches them quickly.

KRISTINA BOAZ

Location: Boaz Returns
Strengths: Incredible stamina, two attack forms, variety of attacks
Weaknesses: Doesn't dodge your attacks
Dispatch With: Boran X

Kristina Boaz is a Cabal scientist who makes the mistake of disappointing Eckhardt, resulting in the termination of her employment—and humanity. Fed to the Carnivorous Horror, she is transformed into a mindless hybrid beast of great power.

Kurtis needs to kill Boaz once and for all in the Boaz Returns boss-fight level. Boaz falls after Kurtis shoots her more than a dozen times, but she crawls out of the carcass of the Carnivorous Horror in a new form that has razor-sharp claws, bioelectric energy blasts, and insectlike wings, which give her great speed and agility. Shoot her repeatedly to destroy her.

BEST MOVIE MOMENT
Angelina Jolie playing dolphin by
in the nose.

GAME			
Guilty Gear X2			
Gungrave			
Gungriffon Blaze			
Half-Life			
⓮ **Harry Potter and the Chambe**			
NIMBUS 2000 BROOMSTICK If you think this broom is the bee trouble to actually get one. What y sec- ond day of class, and then go to Qui n a rank of "B" or higher, and you're rewarded wit Nimbus 2000, which you can use to fly around anywhere and everywhere during the day.			
Harvest Moon: Save the Homeland	Natsume	★★★★	51
Haven: Call of the King	Midway	★★★½	64
Headhunter	Acclaim	★★★	57
Herdy Gerdy	Eidos	★★★	56
Heroes of Might and Magic	3DO	★★½	46
Hidden Invasion	Conspiracy	★★★	60
High Heat MLB 2002	3DO	★★★★	44
High Heat MLB 2003	3DO	★★★★½	55
High Heat MLB 2004	**3DO**	**★★★★★**	**67**
Hitman 2: Silent Assassin	Eidos	★★★★½	63
Hot Shots Golf 3	Sony CEA	★★★★	55
Hot Wheels: Velocity X	THQ	★★½	64
The Hulk	Vivendi Universal	★★★★	70
Hunter: The Reckoning–Wayward	Interplay	★★½	72
Hypersonic Xtreme	Majesco	★★½	67
Ico	**Sony CEA**	**★★★★★**	**50**
Indiana Jones and the Emperor's Tomb	LucasArts	★★★	71
Indy Car Series	Codemasters	★★★	71
Island Extreme Stunts	EA Games	★★★½	65
The Italian Job	Eidos	★★	72
Jade Cocoon 2	Ubi Soft	★★★½	53
Jak and Daxter: The Precursor Legacy	**Sony CEA**	**★★★★★**	**52**
James Bond 007: Agent Under Fire	EA Games	★★★★	52
❽ **James Bond 007: NightFire**	**EA Games**	★★★★½	**64**
Playing as Bond is only fun when you're driving fast and wooing women. For multiplayer, it's all about playing the Bond villains. Here's a list of villains and codes to play as them.			
Oddjob	BOWLER	**Xenia**	JANUS
Christmas Jones	NUCLEAR	**Baron Samedi**	VOODOO
Bond Tux	BLACKTIE	**Goldfinger**	MIDAS
Jaws	DENTAL	**Scaramanga**	ASSASSIN
James Cameron's Dark Angel	Sierra	★★	65
Jeremy McGrath Supercross World	Acclaim	★	53
Jet X20	Sony CEA	★★	63
Jonny Moseley Mad Trix	3DO	★½	54
The Jungle Book: Rhythm n' Groove	Ubi Soft	★★★	69
Jurassic Park: Operation Genesis	Universal Int.	★★★★½	68
K-1 World Grand Prix	Konami	★★	71
Kelly Slater's Pro Surfer	Activision	★★★½	61
Kengo: Master of Bushido	Crave	★★★	42
Kessen	EA Games	★★★	39
Kessen II	Koei	★★★	51
Kinetica	Sony CEA	★★★★½	50
The King of Route 66	Sega	★★★	67
King's Field: The Ancient City	Agetec	★★	55
Kingdom Hearts	Square EA	★★★★½	61
Klonoa 2: Lunatea's Veil	Namco	★★★★½	47
Knockout Kings 2001	EA Sports	★★★★	42
Knockout Kings 2002	EA Sports	★★★★	55
Le Mans 24 Hours	Infogrames	★★½	48
Legaia 2: Duel Saga	Fresh Games	★★★	63
The Legend of Alon D'ar	Ubi Soft	★½	54
Legends of Wrestling	Acclaim	★★½	53
Legends of Wrestling II	Acclaim	★★★	65
Legion: The Legend of Excalibur	Midway	★★★	59
Lego Racers 2	Lego Media	★★½	51
Lethal Skies	Sammy	★★★	58
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★½	63
The Lord of the Rings: The Two Towers	EA Games	★★★★½	63
Mace Griffin Bounty Hunter	Vivendi Universal	★★	71
Mad Maestro!	Eidos/Fresh	★★★	56
Madden NFL 2001	EA Sports	★★★★½	38
Madden NFL 2002	EA Sports	★★★★½	48

80 Number of copies per second of *Harry Potter and the Order of the Phoenix* Barnes & Noble sold on the day it came out.

TED PRICE'S STREET CREDS
An English degree from Princeton and a job at a medical company before designing *Ratchet & Clank*.

GAME	PUBLISHER	SCORE	ISSUE
Madden NFL 2003	**EA Sports**	★★★★★	**60**
Madden NFL 2004	**EA Sports**	★★★★★	**72**
Magic Pengel: The Quest for Color	Agetec	★★★★	69
The Mark of Kri	Sony CEA	★★★	59
Marvel vs. Capcom 2	Capcom	★★★★	61
Mat Hoffman's Pro BMX 2	Activision	★★★★	60
Max Payne	Rockstar	★★★★	53
Maximo: Ghosts to Glory	Capcom	★★★½	54
MDK2 Armageddon	Interplay	★★★½	45
Medal of Honor: Frontline	**EA Games**	★★★★★	**58**
Men in Black II: Alien Escape	Infogrames	★★½	60
Metal Gear Solid 2	**Konami**	★★★★★	**51**
Metal Gear Solid 2: Substance	**Konami**	★★★★★	**67**
Metropolismania	Natsume	★★★	61
Midnight Club	**Rockstar**	★★★★	**39**
❻ **Midnight Club II**	**Rockstar**	★★★★★	**67**

HALFWAY CHEATING

OK, so you don't just want your new cars and tracks handed over to you. You want to put a little effort into them. Well, there's an easy way to adjust the overall difficulty of the game. Highlight "Options Mode," go to "Cheat Codes," and enter **howhardcanitbe#**, with # being a number between 0 and 9. 0 is the easiest setting, while 9 will make it brutally difficult. Work your way up and see if you're good enough to beat the game at difficulty 9.

GAME	PUBLISHER	SCORE	ISSUE
Mike Tyson Heavyweight Boxing	Codemasters	★	58
Minority Report	Activision	★★½	65
Mister Mosquito	Eidos/Fresh	★★★½	56
MLB 2004	Sony CEA	★★★	67
MLB Slugfest 20-03	Midway	★★★★	59
MLB Slugfest 20-04	Midway	★★★★	67
Mobile Light Force 2	XS Games	★★★½	69
Mobile Suit Gundam: Federation vs. Zeon	Bandai	★★★½	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	★	48
Mobile Suit Gundam: Zeonic Front	Bandai	★★★	54
Monopoly Party	Infogrames	★★★	65
Monster Rancher 3	Tecmo	★★★★	50
Monsters, Inc.	Sony CEA	★★★½	55
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★½	53
MotoGP3	Namco	★★★★½	67
Motor Mayhem	Infogrames	★★★	47
MTV Music Generator 2	Codemasters	★★★	46
The Mummy Returns	Universal	★½	52
Music Maker	Magix	★★★★	69
MVP Baseball 2003	EA Sports	★★★½	67
MX 2002 Featuring Ricky Carmichael	THQ	★★★★	47
MX Rider	Infogrames	★★★½	52
MX Superfly Featuring Ricky Carmichael	THQ	★★★½	59
My Street	Sony CEA	★★★	67
Myst III: Exile	Ubi Soft	★★★½	63
Mystic Heroes	Koei	★★½	64
Namco Museum	Namco	★★★½	53
NASCAR 2001	EA Sports	★★½	40
NASCAR Heat	Infogrames	★★★★	47
NASCAR Thunder 2002	EA Sports	★★★★½	51
NASCAR Thunder 2003	EA Sports	★★★★½	62
NASCAR: Dirt to Daytona	Infogrames	★★★½	63
Naval Ops: Warship Gunner	Koei	★★★	71
NBA 2K2	**Sega Sports**	★★★★★	**53**
NBA 2K3	**Sega Sports**	★★★★★	**63**
NBA Hoopz	Midway	★★★	44
NBA Live 2001	EA Sports	★★★	42
NBA Live 2002	EA Sports	★★½	51
NBA Live 2003	EA Sports	★★★★	63
NBA ShootOut 2001	Sony CEA	★★½	44
NBA ShootOut 2003	Sony CEA	★★★	63
NBA Starting Five	Konami	★★½	63
NBA Street	**EA Sports Big**	★★★★★	**47**
❹ **NBA Street Vol. 2**	**EA Sports Big**	★★★★★	**68**

Some random codes to spice up your game. Just don't try to take it to the streets in the real world, m'kay?

Turbo	Hold L1, press □, □, △, △
WNBA Ball	Hold L1, press ○, △, △, ○
All NBA Legends	Hold L1, press □, △, △, ○
Explosive Rims	Hold L1, press ○, ○, ○, △
All Jerseys	Hold L1, press □, △, ○, ○
Easy Shots	Hold L1, press △, ○, □, △.

GAME	PUBLISHER	SCORE	ISSUE
NCAA College Basketball 2K3	Sega Sports	★★★★	64
NCAA College Football 2K3	Sega Sports	★★½	60
NCAA Final Four 2001	Sony CEA	★	41
NCAA Final Four 2002	989 Sports	★½	52
NCAA Final Four 2003	Sony CEA	★★½	64
NCAA Football 2002	EA Sports	★★★★½	48
NCAA Football 2003	**EA Sports**	★★★★★	**60**
❶ **NCAA Football 2004**	**EA Sports**	★★★★★	**71**

TOUCHDOWN CELEBRATIONS

If you wanna be like those boys in the NFL and do a little dance (maybe make a little love) whenever you score a touchdown, just press the following button combos whenever you see "touchdown" on-screen.

L2+□	Player spikes the ball, points to crowd, then beats his chest.
L2+△	Player bows to the crowd.
L2+○	Player spikes the ball, then shrugs his shoulders.
L2+✕	Player does Heisman Trophy pose.
R2+□	Player will dunk on the Goal Post.
R2+△	Player will punch the ball toward the crowd.
R2+○	Player will kick the ball into the crowd.
R2+✕	Player will throw the ball to the crowd.

GAME	PUBLISHER	SCORE	ISSUE
NCAA GameBreaker 2001	Sony CEA	★½	41
NCAA GameBreaker 2003	Sony CEA	★★	61
NCAA March Madness 2002	EA Sports	★★★	53
NCAA March Madness 2003	EA Sports	★★★	64
Need for Speed: Hot Pursuit 2	**EA Games**	★★★★★	**62**
NFL 2K2	**Sega Sports**	★★★½	**52**
NFL 2K3	Sega Sports	★★★★½	60
NFL Blitz 20-02	Midway	★★★★	55
NFL Blitz 20-03	Midway	★★★½	60
NFL GameDay 2001	Sony CEA	★	40
NFL GameDay 2002	Sony CEA	★½	53
NFL GameDay 2003	Sony CEA	★★½	61
NFL Quarterback Club 2001	Acclaim	★★½	50
NHL 2001	EA Sports	★★★★	38
NHL 2002	EA Sports	★★★★½	50
NHL 2003	EA Sports	★★★½	63
NHL 2K3	**Sega Sports**	★★★★★	**64**
NHL FaceOff 2001	Sony CEA	★★★½	43
NHL FaceOff 2003	Sony CEA	★★	64
NHL Hitz 20-02	Midway	★★★★	51
NHL Hitz 20-03	Midway	★★★★½	62
Ninja Assault	Namco	★★½	61
No One Lives Forever	Sierra	★★★½	56
Okage: Shadow King	Sony CEA	★★★	51
Oni	Rockstar	★½	43
Onimusha: Warlords	**Capcom**	★★★★	**43**
Onimusha 2: Samurai's Destiny	Capcom	★★★★	60
Orphen: Scion of Sorcery	Activision	★★★	39
Pac-Man Fever	Namco	★★	60
Pac-Man World 2	Namco	★★★★½	54
PaRappa the Rapper 2	Sony CEA	★★★½	53
Paris-Dakar Rally	Acclaim	★★	53
Pirates: The Legend of Black Kat	EA Games	★★★½	55
Portal Runner	3DO	★★	50
The Powerpuff Girls: Relish Rampage	Bam	★★	65
Pride FC	THQ	★★★★	65
Primal	Sony CEA	★★★★	68
Pro Race Driver	Codemasters	★★★★½	65
Project Eden	Eidos	★★★½	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	★★½	60
P.T.O. IV	Koei	★★★	66
Q-Ball Billiards Master	Take 2	★★★½	40
Quake III Revolution	EA Games	★★★★½	44
Rally Fusion: Race of Champions	Activision	★★★	64
Ratchet & Clank	**Sony CEA**	★★★★★	**63**
Rayman 2: Revolution	**Ubi Soft**	★★★★★	**41**
Rayman 3: Hoodlum Havoc	Ubi Soft	★★★½	67
Rayman Arena	Ubi Soft	★★★½	57
RC Revenge Pro	Acclaim	★★½	41

REPLAY FORUM

RATCHET & CLANK: GOLDEN SHOWER?

I'm currently experiencing a problem in *Ratchet & Clank*: How do you get the gold versions of the weapons? I have all of the gold bolts and around 70,000 bolts to purchase a few gold weapons. Now, I know you have to go into some tower in the gemlik base, but I went into one tower that was on the right just as you come out of the stairway. There was a circle of yellow "dots" on the floor of the tower and nothing happened. So if you could give me some help, that would be great.

James
AndrSkrr@aol.com

It's not enough simply to show up at "some tower" and hope that gold weapons shower down upon you. First of all, are you in the right place? You need to find the hangar where the tall tower is located, step inside, then wall jump to an elevator platform that'll take you to the top. Voilà.

FREQUENCY 2: AMPLITUDE: CHANGE THE FIELD

Did you know that in *Amplitude* if you press L3, L3, L3, R3, R3, R3, L3, R3, L3 at the main menu, then the playfield changes to the one from *Frequency*, and if you do that code a second time, it turns the playfield inside-out.

Antonio Arredondo
ana_y2j_2k3@yahoo.com

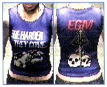
We did, but for those readers who didn't, well, there it is.

GAME	PUBLISHER	SCORE	ISSUE
Ready 2 Rumble Boxing Round 2	Midway	★★★★	40
Real Pool	Infogrames	★★★½	40
Red Card Soccer 20-03	Midway	★★★	57
Red Faction	**THQ**	★★★★★	**46**
Red Faction II	THQ	★★★★	63
Reel Fishing III	Natsume	★★★★	72
Reign of Fire	Bam	★★★½	63
Resident Evil–Code: Veronica X	**Capcom**	★★★★½	**48**
Resident Evil: Dead Aim	Capcom	★★★½	70
Return to Castle Wolfenstein: OR	Activision	★★★½	71
Rez	Sega	★★★★½	53
Ridge Racer V	Namco	★★★★½	38
Riding Spirits	Bam	★★★½	61
Ring of Red	Konami	★★★★	43
RLH: Run Like Hell	Interplay	★★★	62
Road Trip	Conspiracy	★★★★	61
Rocky	Ubi Soft	★★★★	64
Robot Alchemic Drive	Enix	★★★★	63
Robotech: Battlecry	TDK	★★★½	62
Romance of the Three Kingdoms VII	Koei	★★½	60
RTX Red Rock	LucasArts	★★	71
Rugby	EA Sports	★★★½	48
Rumble Racing	EA Games	★★★★½	45
Rune: Viking Warlord	Take 2	★★½	48
Rygar: The Legendary Adventure	Tecmo	★★★★½	64
Salt Lake 2002	Eidos	★★½	55
Savage Skies	Bam	★★★	56
Scooby-Doo: Night of 100 Frights	THQ	★★★	58
The Scorpion King: Rise of the Akkadian	Universal	★★	62
Seek and Destroy	Conspiracy	★★★½	66
Sega Bass Fishing Duel	Sega	★★★	62
Sega Soccer Slam	Sega Sports	★★	62
Sega Sports Tennis	Sega Sports	★★★★½	60
Shadow Hearts	Midway	★★★★	52
Shadow of Destiny	Konami	★★★½	43
Shadow Man: 2econd Coming	Acclaim	★★	57
Shaun Palmer's Pro Snowboarder	Activision	★★½	52
Shifters	3DO	★	58
Shinobi	Sega	★★★½	63
Shox	EA Sports Big	★★★½	63
Shrek Super Party	TDK Mediactive	★★½	64
Silent Hill 2	**Konami**	★★★★½	**50**
❷ **Silent Hill 3**	**Konami**	★★★★½	**71**

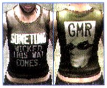
MORE SHIRT SWITCHING

Other Ziff Davis mags also got special *Silent Hill 3* shirts in the game. Enter these codes for these other fine publications:

EGM EGMpretaporter



GMR GMRownzjoo



GAME	PUBLISHER	SCORE	ISSUE
⓫ **Silent Line: Armored Core**	**Agetec**	★★★½	**70**

DEFEATED AC EMBLEMS

Want the emblems of the various ACs you take down? We got the easy way to get 'em! Just hold down Select + Start whenever you see "victory," and boom, you got another emblem in your collection.

GAME	PUBLISHER	SCORE	ISSUE
Silent Scope	Konami	★★★	39
Silent Scope 2	Konami	★★★½	49
Silent Scope 3	Konami	★★★½	62
Silpheed: The Lost Planet	Working Designs	★★★½	40
The Simpsons Hit & Run	Vivendi Universal	★★★★	72
The Simpsons: Road Rage	**EA Games**	★★★	**52**
The Simpsons Skateboarding	EA Games	★½	64
The Sims	EA Games	★★★★	65
Sky Gunner	Atlus	★★★½	58
Sky Odyssey	Activision	★★★	40
Sled Storm	EA Big	★★★½	55
Sly Cooper and the Thievius Raccoonus	**Sony CEA**	★★★★★	**62**
Smash Cars	Metro3D	★★★½	71
Smash Court Tennis Pro Tournament	Namco	★★★½	56
Smuggler's Run	**Rockstar**	★★★★½	**39**

ONLINE GAMING

Everquest Online Adventures and SOCOM

Everquest Online Adventures

readnaught
Disciple's Radian
BJ
Lisea

AXMAN COMETH
Make him the deader
It's pretty darn hard for one guy to kill a big dreadnaught. A really big ax helps.

We asked Sony Online Entertainment to pass us some info for you EQOA badboys about such high-level stuff as the Isle of Dread and Blackburrow. Newbies need not apply.

HIGH-LEVEL TIPS – ISLE OF DREAD

The Isle of Dread was a secret zone that was unlocked off the EQOA DVD in June. To get to it, you'll need to hook up with an undead fellow named Norach in the Cazic Thule region. He won't take you to the Isle for free, though. You need to bring him 10,000 tunar, as well as a medallion from the monstrous dreadnaughts of the Northern Wastes. If you think this is too difficult, you probably want to stop reading, since killing them is only the beginning.

The easiest tip for fighting a dreadnaught? Bring many friends. More advice: A dreadnaught's four cloven hooves are heavy and ungainly, and Arcane Binding spells do a good job of tying them up and leaving them rooted in place. Holding a dreadnaught in place while you heal or bash is tremendously useful. Bring your trophy to Norach and set sail.

Once you're on the isle, you'll notice that killing monsters there earns you standing with the marionettes inhabiting the sole hamlet on the isle. After you fight a bunch of critters, you'll probably become trustworthy enough to learn about a plan these marionettes concocted that would let you fight Cazic Thule himself. But for that, you're on your own.

EVIL EYES IN THE HILLS: KING XORBB

East of Blackburrow (and north of the Runnyeye goblin den) is a hilly area good for hunting. You'll run into a lot of enslaved thrall (like minotaurs) and evil eyes. Kill enough thrall and evil eyes, and you'll eventually meet King Xorbb, the main evil eye. He'll put up a hard fight, but your reward for putting him down is the Charm of the Eye. Since the Charm offers a massive boost to your mental capabilities, you can either keep it for yourself or, if you're not the magic type, sell it to some spellcaster for lots of money.

BLACKBURROW

If you have wandered around the south of Hatespike (north of Karanas), you've probably seen Blackburrow. Blackburrow happens to be a den full of gnolls with lots of neat loot. Too bad they're for players level 30 and up.

First, a breakdown of the types of gnolls that lurk there. Their names are usually enough to tell you what abilities they have, which in turn will help you figure out how to fight them:

Gnoll Name	Gnoll Type
Scouts, snipers, and Blackpaws	Rogues and archers
Ruffians, soldiers, and Redpaws	Warriors
Shamans, spiritists, and Whitepaws	Spell-casting shamans

Deeper within the caverns and warrens, you'll come across gnolls that also drop the armor sets:

Gnoll Type	Armor Drop
Assassins	Dog breath leather
Packmasters	Packmaster plate
Servants	Spiritclaw chain
Councilors	Ogrehide cloth

Beyond these are various sub-bosses, including but not limited to

- **Commander Curgoth** – a gnoll warrior who wields Curgoth's Cleaver.
- **Enforcer Hurgolg** – a powerful gnoll monk who has a set of razor-sharp enforcer claws.
- **Hulgif RulLaeil** – a cunning gnoll spellcaster whose main weapon is the Wand of Apathy.

You'll actually find some dwarves In the deepest shafts of Blackburrow. They may not help you fight, but their home is a useful resting spot within Blackburrow.

SOCOM: U.S. Navy SEALs

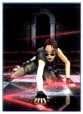
On our message board, we asked you for your SOCOM handles and here they are. Match the cool message-boarder with his/her SOCOM handle.

OPM BOARD HANDLE	SOCOM HANDLE
1nnervision	=XoP=1nner
Alexia-Ashford	Lt JG Pliskin
allstar03	siddmob
Arkinim	(BK_MrRoboto
Basay316	{MK}Basay
Black9Ice9	Black_Ice
BombaJoe	[LR]Bomba
Botkiller	[LR]Botkiller
Brianisshort	[LR]Stealth S
Cycojedi	CYCOJEDI
c_strife97	privatepile
DarknessXX	[LR]DarknessXX
DatMonkey	MetalHead
Dave_3	davesk8
DBZgod	TrintySon
DeltaCAG	DeltaCAG
Donkey_Kong	Benny_Boo
Elman7772	Elman
EmperorXenoll	(BK)Emp
FinalFantasy025	[LR] Rage
Gtchampion	[LR]GTChampion
Headfirst77	[NBA]- Towelboy
Homertrix_guy	[DB]Homertrix
Inflameskev	inflameskev
Irishmalt	Hoplite
Jack_	JACK_OUFF
Jason9999	Jason9999
Jerry_atrick	jerry_atrick
Jumba	Jumba
JustinCredible1	[LR]L.Tsmash
Kairu2FuSiOn	KyleRSDawk
Kidvid31465	kidvid
KNIVESouT	KNIVESouT
Liquideagle	[LR] Spoonman
Louium	Louium
Massivegrooves	massivegrooves
MidnightWolf367	BloodyGore[LR}
Misarian1	[LR] Tracker
Mister_Mosquito	Mister_Mosquito
neckfurters	nittany lion
Numbusstrife	[LR]NIMBUS
n_rok	n_rok
Ohjtbehaaave	SgT BeaVis
oralb808	[LR]hate08
paterson6	(TS) Paterson6
Player35	Des_eagle
ps2ball3	[LR]trevkeeper
PS2fan325	PS2fan325
PS2guyincognito	[GoW]RAPTOR
PsychoPhantom	= PHANTOM =
Rocchi16	[LR]Rocchi
Rspark	- CF - Zeppelin
Sera-Cohw	[LR]Grimey
Shawner	Dengar
shug727272	\=V=/:Shug
SlayerJake	[LR] Slayer
Smokedog25	[LR]Smokedog
Sn1p3rW0lf	[DC]SniperWolf
SpideyBuddy	LBD Spidey
Squareceo	SITH WEDGE
thugwu57	[LR]Strider
Ticountaroda	Sparks
Tr3v0rsworld	BILLYBOMB
Vitamindiaz	[LR]D-OZ
xenosoldier101	Xenosoldier
Youzernayme2	Captain Patch
Z_e_l_n	zein

GAME	PUBLISHER	SCORE	ISSUE
Smuggler's Run 2: Hostile Territory	Rockstar	★★★★½	52
Soccer America: International Cup	Hot-B	★★	48
Soccer Mania	EA/Lego	★★★½	59
SOCOM: U.S. Navy SEALs	**Sony CEA**	**★★★★★**	**60**
Soldier of Fortune	Majesco	★★★	52
Soul Calibur II	**Namco**	**★★★★★**	**72**
Soul Reaver 2	Eidos	★★★	52
Space Race	Infogrames	★★½	59
Speed Kings	Acclaim	★★★★	70
Spider-Man	Activision	★★★★½	57
Splashdown	Infogrames	★★★★	52
Splashdown: Rides Gone Wild	**THQ**	**★★★★★**	**72**
Splinter Cell	Sony CEA	★★★★½	68
Spy Hunter	Midway	★★★★½	50
Spyro: Enter the Dragonfly	Vivendi Universal	★★★	64
SSX	**EA Sports BIG**	**★★★★★**	**38**
SSX: Tricky	**EA Sports BIG**	**★★★★★**	**52**
Star Trek Voyager: Elite Force	Majesco	★★½	53
Star Wars Bounty Hunter	LucasArts	★★★	64
Star Wars The Clone Wars	LucasArts	★★★	65
Star Wars Super Bombad Racing	LucasArts	★★	45
Star Wars Jedi Starfighter	LucasArts	★★★½	56
Star Wars Racer Revenge	LucasArts	★★★★½	55
Star Wars Starfighter	**LucasArts**	**★★★★½**	**43**
State of Emergency	Rockstar	★★★	55
Stitch: Experiment 626	Sony CEA	★★½	59
Street Fighter EX 3	Capcom	★★★½	39
Street Hoops	Activision	★★★½	60
Stretch Panic	Conspiracy	★★★½	47
Stuntman	Infogrames/Atari	★★★	59
Sub Rebellion	Metro 3D	★★★★	62
Suikoden III	Konami	★★★	63
Summer Heat Beach Volleyball	Acclaim	★★★½	72
Summoner	THQ	★★★	39
Summoner 2	THQ	★★★½	62
Sunny Garcia Surfing	Ubi Soft	★★★½	51
Super Bust-A-Move	Acclaim	★★★	41
Super Bust-A-Move 2	Ubi Soft	★★★½	63
Supercar Street Challenge	Activision	★★½	52
Superman: Shadow of Apokolips	Atari	★★★½	63
Surfing H30	Rockstar	★★	40
Swing Away Golf	EA Games	★★★	38
Tarzan: Untamed	Ubi Soft	★★★½	52
Taz: Wanted	Infogrames	★★★½	60
Tekken 4	Namco	★★★½	61
Tekken Tag Tournament	**Namco**	**★★★★½**	**39**
Tenchu: Wrath of Heaven	Activision	★★★	67
The Terminator: Dawn of Fate	Atari	★★½	63
Test Drive	Infogrames	★★★½	58
Test Drive Off-Road: Wide Open	Infogrames	★★★	48
Tetris Worlds	THQ	★★	57
Theme Park Roller Coaster	EA Games	★★★★	41
The Thing	Universal	★★★	62
Thunderstrike: Operation Phoenix	Eidos	★½	52
Tiger Woods PGA Tour 2001	EA Sports	★★★	44
Tiger Woods PGA Tour 2002	EA Sports	★★★★	55
Tiger Woods PGA Tour 2003	EA Sports	★★★★½	63
Time Crisis 2	Namco	★★★★	49
TimeSplitters	**Eidos**	**★★★★★**	**39**
TimeSplitters 2	**Eidos**	**★★★★★**	**63**
Tokyo Xtreme Racer Zero	Crave	★★½	45
Tom Clancy's Ghost Recon	Ubi Soft	★★★½	65
❺ Tomb Raider: The Angel of Darkness	Eidos	★★	72
Tony Hawk's Pro Skater 3	**Activision**	**★★★★★**	**51**

SKIP THE PAIN

If you're stuck with this game, might as well get through it as fast as you can to make the hurt go away. Here's a level skip to ease the pain. Pause, and then hold L1 + R2 + ⬇ + △. Release the buttons, then quickly press ○, ⬆, □, △, ➡, ⬇. "Skip level" and "level select" options will now appear whenever you pause the game.



4 Number of people responding to a call for *EQOA* handles on the *OPM* message board.

GAME	PUBLISHER	SCORE	ISSUE
Tony Hawk's Pro Skater 4	**Activision**	★★★★★	**63**
Top Angler	Xicat	★★★½	57
Top Gear Dare Devil	Kemco	★★★½	41
Top Gun: Combat Zones	Titus	★★★	50
Total Immersion Racing	Empire	★	66
Transworld Surf	Infogrames	★★★½	57
Tribes: Aerial Assault	Sierra	★★★½	62
Triple Play 2002	EA Sports	★★	55
Triple Play Baseball	EA Sports	★★	45
Tsugunai: Atonement	Atlus	★★★	53
Turok: Evolution	Acclaim	★½	62
Twisted Metal: Black	**SCEA**	★★★★★	**47**
Twisted Metal: Black Online	SCEA	★★★★	61
Ty the Tasmanian Tiger	EA Games	★★★	62
UFC Throwdown	Infogrames	★★★½	58
Unison	Tecmo	★★★½	44
Unlimited Saga	Square Enix	★★	70
Unreal Tournament	Infogrames	★★½	40
V-Rally 3	Infogrames	★★★★½	64
Vampire Night	Namco	★★½	52
Vexx	Acclaim	★★	67
Victorious Boxers	Empire	★★★½	51
Virtua Fighter 4	**Sega**	★★★★★	**55**
Virtua Fighter 4: Evolution	**Sega**	★★★★★	**72**
Wakeboarding Unleashed	Activision	★★★★½	70
War Jetz	3DO	★★½	48
War of the Monsters	**Sony CEA**	★★★★★	**64**
Warriors of Might & Magic	3DO	★★½	44
Wave Rally	Eidos	★½	53
Way of the Samurai	Bam	★★★½	59
Whirl Tour	Vivendi Universal	★★	63
Whiteout	Konami	★	65
Wild Arms 3	Sony CEA	★★★½	62
Wild Wild Racing	Interplay	★★★	39
Winback	Koei	★★★★	43
Wipeout Fusion	Bam	★★★★½	57
Wizardry: Tale of the Forsaken Land	Atlus	★★★	53
Woody Woodpecker: Buzz Buzzard Park	Dreamcatcher	★★★	57
World Destruction League: Thunder Tanks	3DO	★★★	42
World of Outlaws: Sprint Cars	Infogrames	★★★★	55
World Series Baseball 2K3	Sega Sports	★★★★	67
World Soccer: Winning Eleven 6 Int'l	**Konami**	★★★★★	**67**
World Tour Soccer 2002	Sony CEA	★★★★	53
World Tour Soccer 2003	Sony CEA	★★★★	65
WRC: World Rally Championship	**Bam**	★★★★★	**57**
Wreckless: The Yakuza Missions	Activision	★★	63
WTA Tour Tennis	Konami	★	57
WWE Crush Hour	THQ	★★½	68
WWE SmackDown!: Shut Your Mouth	THQ	★★½	64
WWF SmackDown!: Just Bring It	**THQ**	★★★½	**52**
X-Men: Next Dimension	Activision	★★★★½	64
X Squad	EA Games	★★★½	38
X2: Wolverine's Revenge	Activision	★★★	69
Xenosaga: Episode 1—Der Wille Zur Macht	Namco	★★★★	66
Yanya Caballista: City Skater	Koei	★★★½	49
Yu-Gi-Oh!: The Duelists of the Roses	Konami	★★½	67
Zapper	Infogrames	★★½	64
Z.O.E: Zone of the Enders	Konami	★★★★½	44
Zone of the Enders: The 2nd Runner	Konami	★★★★½	68

PS1 TRICKS AND REVIEW ARCHIVE

GAME	PUBLISHER	SCORE	ISSUE
007 Racing	EA Games	★★★	41
3Xtreme	989 Studios	★	21
40 Winks	GT Interactive	★★★★	28
102 Dalmatians: Puppies to the Rescue	Eidos	★★★½	41
2002 FIFA World Cup	EA Sports	★★★★	58
A Bug's Life	**Sony CEA**	★★	**15**
Ace Combat 2	**Namco**	★★★★★	**1**
Ace Combat 3: Electrosphere	Namco	★★★	31
Aces of the Air	Agetec	½	64
Action Bass	Take 2	★★	37
Action Man: Operation Extreme	Hasbro	★★★	41
Air Hockey	Mud Duck	★★★½	70
Akuji the Heartless	Crystal Dynamics	★★★	18
Aladdin in Nasira's Revenge	Sony CEA	★★	45
Alexi Lalas International Soccer	Rockstar	★	23
Alien Resurrection	Fox Interactive	★★★	38
All-Star Racing 2	Mud Duck	★★★	71
All-Star Slammin' D-ball	Agetec	★★½	56
Alone in the Dark: The New Nightmare	Infogrames	★★★★	47
Alundra	Working Designs	★★★★½	4
Alundra 2	Activision	★★★	32
The Amazing Virtual Sea-Monkeys	Conspiracy	★½	66
American Pool	Mud Duck	★	71
Animaniacs Ten Pin Alley	ASC	★★★	17
Animorphs: Shattered Reality	Infogrames	★★½	37
Ape Escape	**Sony CEA**	★★★★★	**22**
Apocalypse	Activision	★★★	16
Arc the Lad Collection	Working Designs	★★★★	52
Arcade Party Pak	Midway	★★★½	28
Arcade's Greatest Hits: Atari Collection 2	Midway	★★½	7
Arcade's Greatest Hits: Midway Collection 2	Midway	★★	4
Armored Core	Sony CEA	★★★½	3
Armored Core: Master of Arena	Agetec	★★½	31
Armorines: Project S.W.A.R.M.	Acclaim	½	35
Army Men 3D	**3DO**	★★★	**20**
Army Men: Air Attack	3DO	★★★★	27
Army Men: Air Attack 2	3DO	★★★½	39
Army Men: Green Rogue	3DO	★½	47
Army Men: Sarge's Heroes	3DO	★★	32
Army Men: Sarge's Heroes 2	3DO	★★½	40
Army Men: World War	3DO	★½	34
Army Men: World War - Final Front	3DO	★½	45
Army Men: World War - Land, Sea, Air	3DO	★½	39
Arthur! Ready to Race	The Learning Co.	★	42
Assault	Midway	★★★	15
Asteroids	**Activision**	★★★½	**16**
Atari Anniversary Edition Redux	Infogrames	★★	53
Atlantis: The Lost Empire	SCEA	★★★★	48
ATV: Quad Power Racing	Acclaim	★	39
Austin Powers Pinball	Gotham Games	★★	64
Auto Destruct	Electronic Arts	★★★	6
Azure Dreams	Konami	★★★	10
Backstreet Billiards	Ascii	★★★½	15
Ball Breakers	Take 2	★★★½	36
Ballistic	Infogrames	★★★★	27
Baseball 2000	Interplay	★★	21
Bass Landing	Agetec	★★★½	26
Bass Rise	Bandai	★★★	28
Batman & Robin	Acclaim	★	13
Batman Beyond: Return of the Joker	Ubi Soft	½	39
Batman: Gotham City Racer	Ubi Soft	★½	46
Battle Hunter	Agetec	★½	48
Battletanx: Global Assault	3DO	★½	31
Beast Wars	Hasbro	★½	5
Beyblade	Crave	★½	66
Big Air	Accolade	★½	20
Big Bass Fishing	Take 2	½	58
Big Ol' Bass 2	Konami	★★½	45
Big Strike Bowling	Gotham Games	★★★½	68
Billiards	Agetec	★★½	45
Bio F.R.E.A.K.S.	Midway	★★	10
Black Bass with Blue Marlin	Hot-B	★★	29
Blade	Activision	★★½	41
Blast Lacrosse	Acclaim	★★½	48
Blast Radius	Psygnosis	★★★½	19
Blaster Master: Blasting Again	Crave	★★★	38
Blasto	Sony CEA	★★★½	8
Blockids	Natsume	★★½	69
Bloody Roar	Sony CEA	★★★½	6
Bloody Roar 2	Sony CEA	★★★★	21
Blues Big Musical	THQ	★★★	46
Board Game: Top Shop	Agetec	★★★★	45
Bomberman Fantasy Race	Atlus	★★½	19
Bomberman Party Edition	Vatical	★★½	38
Bomberman World	Atlus	★★½	13
The Bombing Islands	Kemco	★★½	47
Boombots	SouthPeak	★★½	27
Bottom of the 9th '97	Konami	★★★½	1
Bowling	Agetec	★★	43
Boxing	Agetec	★★★	45
❹ **Bratz**	**Ubi Soft**	**n/a**	**n/a**

Who are you, and why do you keep on buying *Bratz*? In fact, we challenge you to find cheats for this! Otherwise, at least explain to us why you bought *Bratz* by writing to opm@ziffdavis.com.

GAME	PUBLISHER	SCORE	ISSUE
Brave Fencer Musashi	Square EA	★★★★	15
Bravo Air Race	THQ	★★★	1
Breakout	Hasbro	★★	39
Breath of Fire III	Capcom	★★★½	9
Breath of Fire IV	Capcom	★★★½	40
Brigandine	Atlus	★★★½	15
Broken Sword	THQ	★★★★	5
Broken Sword II	Crave	★★★½	27
Brunswick Circuit Pro Bowling	THQ	★★★½	13
Brunswick Circuit Pro Bowling 2	THQ	★★★★	31
Bug Riders	GT Interactive	★★	3
Bugs Bunny & Taz: Time Busters	Infogrames	★★★	41
Bugs Bunny: Lost In Time	Infogrames	★★★½	23
Builder's Block	Jaleco	★★★½	35
Burstrick Wake Boarding!!	Natsume	★½	45
Bushido Blade 2	Square EA	★★★½	14
Bust A Groove	989 Studios	★★★★	16
Bust A Groove 2	Enix	★★★	36
Bust-A-Move 4	Natsume	★★★★	17
Bust-A-Move 99	Acclaim	★★	19
Buzz Lightyear of Star Command	Activision	★★½	39
C: The Contra Adventure	Konami	★½	12
c-12: Final Resistance	Sony CEA	★★½	58
Caesar's Palace 2000	Interplay	½	41
Caesar's Palace II	Interplay	★★	15
Capcom vs. SNK Pro	Capcom	★★★½	60
Card Games	Agetec	★½	50
Cardinal SYN	Sony CEA	★★★	9
CART World Series	Sony CEA	★★★½	3
Casper: Friends Around the World	Sound Source	★½	41
Castlevania Chronicles	Konami	★★★½	50
Castlevania: Symphony of the Night	**Konami**	★★★★★	**2**
Castrol Honda Superbike	Electronic Arts	★★	21
Centipede	Hasbro	★	22
Championship Bass	EA Sports	★★★★	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	★★★	41
Championship Motocross Feat. Ricky Carmichael	THQ	★★★½	25
Championship Surfer	Mattel	★★★	41
Chessmaster II	Mindscape	★★★½	23
Chicken Run	Eidos	★★★	41
Chocobo Racing	Square EA	★★★	23
Chocobo's Dungeon 2	Square EA	★★½	29
Chrono Cross	**Square EA**	★★★★★	**36**
Circuit Breakers	Mindscape	★★★	12
Civilization II	Activision	★★★★½	18
Cleopatra's Fortune	Mud Duck	★★½	71
Clock Tower	Ascii	★★★	2
Clock Tower II: The Struggle Within	Agetec	★★½	28
Colin McRae 2.0	**Codemasters**	★★★★★	**40**
Colin McRae Rally	Sony CEA	★★★★	30
Colony Wars	**Psygnosis**	★★★★★	**4**
Colony Wars: Red Sun	Psygnosis	★★★★½	31
Colony Wars: Vengeance	Psygnosis	★★★½	14
Command & Conquer: Red Alert	Virgin	★★★½	4
Contender	Sony CEA	★★★★	17
Contender 2	Bam	★	41
Cool Boarders 2	**Sony CEA**	★★★★	**3**
Cool Boarders 3	**989 Studios**	★★★	**14**
Cool Boarders 4	**989 Studios**	★★★	**27**
Cool Boarders 2001	Sony CEA	★	39
Countdown Vampires	Bandai	★½	32
Covert Ops: Nuclear Dawn	Activision	★★½	34
Crash Bandicoot 2	**Sony CEA**	★★★★	**3**
Crash Bandicoot: WARPED	**Sony CEA**	★★★★★	**15**

REPLAY FORUM

DORK CLOUD 2: I'm having a bit of trouble advancing past the Heim Rada Peak. I get to the Fire Squall and an icon appears above my head. I press X and it suggests that I use an item to destroy the machine. I had no such item, so I tried to continue down the dungeon. I was stopped at the exit. No story sequence greeted me when I first walked into this stage, so I don't know what item to look for. Please tell me this is not a glitch and I've wasted 70 hours of my life only to be turned back. Tell me I'm just being an idiot of a gamer and missing some crucial element.

Ian Phipps
dante9114
@hotmail.com

Wow. You must be an idiot of a gamer to miss such a crucial element. OK, try this: Make sure you've gotten pretty far in building up the Georama, then head to the future. Enter the Weapons and Items Shop, go to the second floor, and get the Time Bomb from Garek. (No shop? Then go back in time and fiddle around some more with the Georama.) Then use the Time Bomb on the Fire Squall. Easy!

TONY HAWK 4: SLOW DOWN
If you're having trouble beating the seal minigame in San Francisco, turn on the slo-mo cheat and you'll beat it with ease.

Nate Blie
daredevil_nb
@yahoo.com

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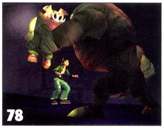


REGULAR BITS

15 DEMO DISC
What other mag lets you get your hands on PS2 games before they're released?

18 INPUT
You send us letters, we print your letters. Because we care. Here's the address: opm@ziffdavis.com.

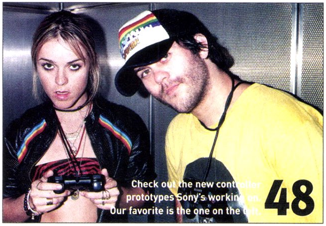
24 SPIN
Full PSP specs, Characters With Character, *Killzone*, *Lifeline*, Boomkat, and much, much more.

128 REPLAY
A whopping 16 pages of tricks, strategies, and archived reviews. You bought it, we've got it covered.

144 P.S.
P.S.A.T., and what you can expect in next month's issue. All in one convenient place.

102
Active Mode
Yuna HP 107 MP 34
Rikku HP 193 MP 41
Paine HP 167 MP 41

78 There's no business like snow business. It's Big business.



Check out the new controller prototypes Sony's working on. Our favorite is the one on the left. **48**

Nearly two million of you have bought copies of *SSX* or *SSX Tricky*. So, yeah, *SSX 3* is a big deal.

PlayStation
Ratchet & Clank
Freedom Fighters
Manhunt
SSX3 See it! Play it!
SSEXY!
Lifeline
PSP

PREVIEWS

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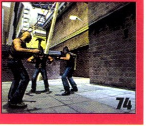

SPIN

24 Characters With Character
We take a look at this season's most interesting (and most disappointing) new personalities.

30 Day Planner
OPM's handy monthly calendar.

32 PSP for You and Me
The official specs have been released for Sony's upcoming handheld. It looks delicious.

34 Chatterbox
Talk to *Lifeline*, and it talks back. Check out the newest game that you control with the power of your voice.

36 Go Commando
Seven reasons why *Ratchet & Clank: Going Commando* is so much more than a sequel.

38 Try Sominex!
The Insomniac behind *Spyro* and *Ratchet* speaks up.

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People keep calling *Killzone* the PS2's "*Halo* killer." Check out these screens and you'll see why.

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Learn about the band whose primary instrument is...a PS1?

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Rock on with the sweet sounds of *Tiger Woods 2004*.

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Soul-crushing strategies for Raphael and Talim.

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Where to find the nasty beasties.

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EverQuest Online Adventures hints, plus a *SOCOM* roll call.

136 Silent Hill 3
All the secret oddities.

138 Madden NFL 2004
How to make enemies and irritate opponents in 20 easy steps.

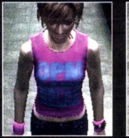
DID YOU KNOW?
In the first *Silent Hill*, the school's faculty was listed as K. Gordon, T. Moore, and L. Renaldo. These are members of the venerable indie-rock band Sonic Youth.

SILENT HILL 3

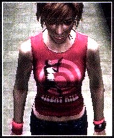
Secrets: Useful, odd, and just plain silly

Secret Outfits

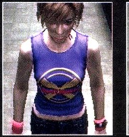
Once you beat the game, you'll open up a new item on the Main menu, which will allow you to input codes for alternate outfits for Heather—which you can then equip at any point in the game. While most of these are simply sleeveless shirts with new designs, there are a couple that are particularly interesting.



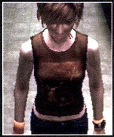
SHIRT Retro *OPM* style!
CODE SH3_OPiuM



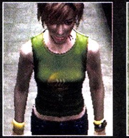
SHIRT Heather
CODE HappyBirthDay



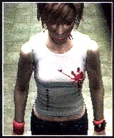
SHIRT Don't Touch
CODE TOUCH_MY_HEART



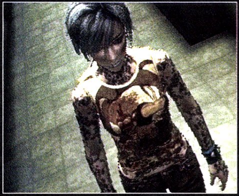
SHIRT The Light
CODE LightToFuture



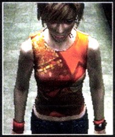
SHIRT Onsen
CODE I_Love_You



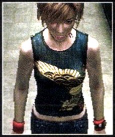
SHIRT Transience
CODE ShogyouMujou



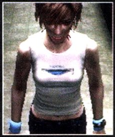
Come on, admit it: That room in the hospital with the mirror wall scared the crap out of you.



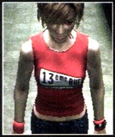
SHIRT Royal Flush
CODE 01_03_08_11_12



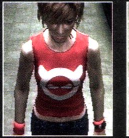
SHIRT Golden Rooster
CODE cockadoodledoo



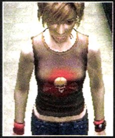
SHIRT Zipper
CODE Shut_your_mouth



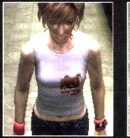
SHIRT 13eme Rue
CODE Suspense



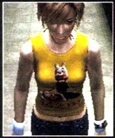
SHIRT Game Reactor
CODE SH3_Wrestlarn



SHIRT Play
CODE sLmLdGhSmKfBfH



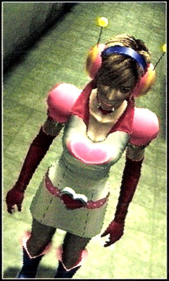
SHIRT Block Head
CODE PutHere2FeelJoy



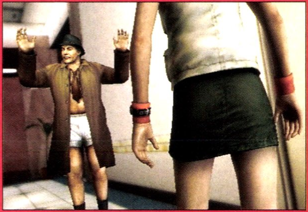
SHIRT Killer Rabbit
CODE BlueRobbieWin

SHIRT God of Thunder
CODE GangsterGirl
Unlike most of the other outfits, this one actually changes Heather's appearance entirely, giving her a decidedly death-metal look, complete with tattoos and white hair. We have no idea why.

SHIRT Transform
CODE PrincessHeart
The Transform costume actually appears in your inventory in the form of a key. Equip it, and you'll be treated to an amusing transformation cinema, which results in Heather emerging in a bizarre *Space Channel 5*–ish superhero costume. With this outfit equipped, Heather will be able to run for longer periods of time without getting tired. Plus, while using the Transform costume, the Heather Beam weapon becomes the Sexy Beam, offering different attacks. See the weapons section to the right for more details.

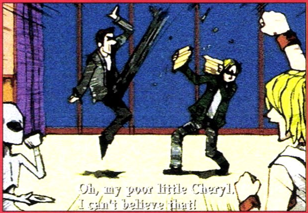


MISCELLANEOUS SECRETS



DOUGLAS GETS FREAKY

Once you've beaten the game once, highlight Extra New Game and enter ↑, ↑, ↓, ↓, ←, →, ←, →, ◎, ⊗, and you'll hear Heather moan. Now, in all the cinemas, Douglas will be shirtless—and pantless.



THE TRUTH IS OUT THERE

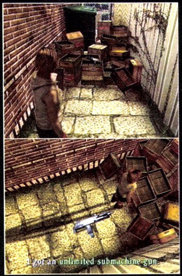
It's become a tradition for *Silent Hill* games to include a UFO ending, and this one's no different. Once you've opened up the Heather Beam, input the code for the Transform costume, start an Extra New Game, and equip the costume. Play normally, beating your enemies only with the Sexy Beam. When you get to Heather's apartment, you'll be treated to this odd ending. Make sure you sit through the credits.

VOICE OF THE PAST
Voice actor Michael G (no relation to McG), who reprises his role as Harry in *Silent Hill 3*, also played Richter Belmont in *Castlevania: Symphony of the Night.*

WELL READ
The streets in the town of Silent Hill are named after famous sci-fi and horror authors.

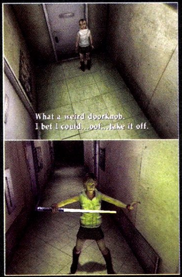
Secret Weapons

Another *Silent Hill* standard is super-powerful weapons that are awarded upon completion. This episode outdoes all previous games by offering a whole new arsenal of weapons. Some are extremely useful...and others are just plain odd.


I got an unlimited submachine gun.

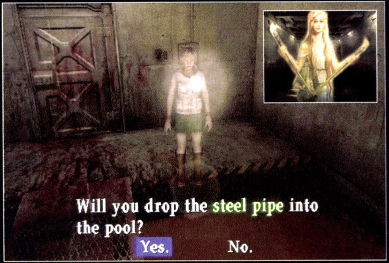
UNLIMITED-AMMO SUBMACHINE GUN

Open this up by beating the final boss with a hand-to-hand weapon. To find it, start an Extra New Game, and when you climb out the bathroom window at the beginning, head left instead of right. It's at the end of the alley.


What a weird doorknob.
I bet I could...oof...take it off.

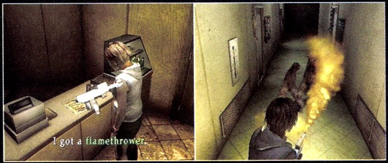
BEAM SABER

Kill more enemies hand-to-hand than with ranged weapons, and you'll open up this lovely cheetah-print lightsaber. It's at the end of the hall near the storage room on the second floor of the mall, masquerading as a doorknob.


Will you drop the steel pipe into the pool?
Yes. No.

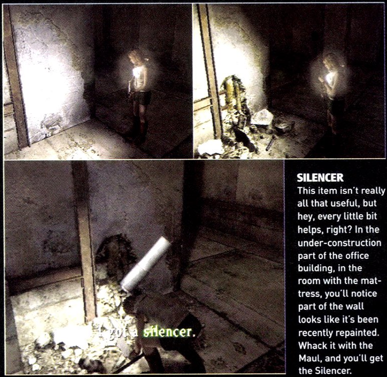
GOLD AND SILVER PIPES

On your second run through the game, stand next to the water in the room where you use the Hair Dryer and hit ⊗. Answer the fairy's questions truthfully, and she'll give you a Gold and a Silver Pipe, which are pretty but worthless.


I got a flamethrower.

FLAMETHROWER

You'll open this up when you beat more enemies with guns than with hand-to-hand weapons. Once you do, start an Extra New Game and you'll find it in the mall, in Helen's Bakery. Make sure you reread the flyer it'll be sitting on.

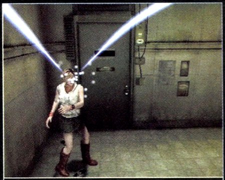

I got a silencer.

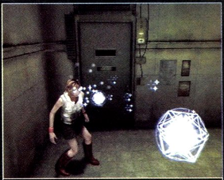
SILENCER

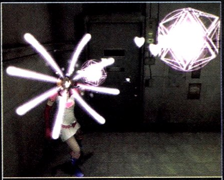
This item isn't really all that useful, but hey, every little bit helps, right? In the under-construction part of the office building, in the room with the mattress, you'll notice part of the wall looks like it's been recently repainted. Whack it with the Maul, and you'll get the Silencer.

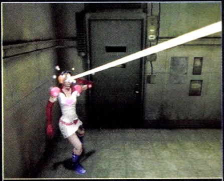
HEATHER BEAM

You'll need to beat the game at least twice to open this up, killing 333 enemies in total. Once you do, Heather, without any weapon equipped, will be able to shoot homing beams of electricity from her eye sockets (press and hold ⊗), as well as fire balls of energy (tap ⊗, then press it again and hold it down). Equip the Transform costume, and the weapon becomes the even more powerful Sexy Beam: Pressing and holding ⊗ will fire off both homing beams *and* balls of energy, and double-tapping and holding ⊗ shoots powerful lasers from Heather's eyes.


Heather Beam: Homing Rays


Heather Beam: Honey Bunches of Death


Sexy Beam: Homing Rays *and* Honey Bunches


Sexy Beam: Lasers. From her eyes. Yow.

VICK FISHERY
Vick likes to fish. This past July, he caught a 5-foot-long sand shark.

MADDEN NFL 2004

Dominate the competition

EA Sports has created another absolutely brilliant iteration of PS2's league-leading football game. Here's a look at it in easily digestible nuggets so that you can get back onto the gridiron and dominate.

IN GENERAL

1. Use the Classic camera—the default one doesn't show enough of the field and makes passing difficult.
2. Play 6-minute quarters (unless you use the überdope Accelerated clock; in that case, go the full 15).
3. Ask Madden. He's there to be asked, so ask him what play he'd call on both offense and defense.
4. Play online to find out how good you really are.
5. Jon Kitna is a bum. Avoid the Bengals unless you're willing to bench him.

GROUND GAME

1. When your running back finds himself buried in an immobile pile of humanity, **don't try to juke or use a spin move.** Both become hotkeys for fumbling.
2. It's fun to run full bore once you've got the ball in your halfback's hands, but unless you're running up the gut on a dive, you'll probably need to be a little more patient. Let your lead blockers block.
3. **If your team is blessed with a good running back (Corey Dillon, anyone?), then run the ball a lot.** The defense will wear down over time, so just keep pounding away. While you may not have loads of success in the first quarter, you'll be running all over those Fatty McGee linemen by the fourth.
4. Know your back. Check out your RB's speed, power, and break-tackle ratings. Speed backs are great on pitches and sweeps; power backs are great on runs up the middle.
5. The right analog stick is your friend, but it's hard to use it on the fly. **Once you have the ball in your running back's hands, point your lead blockers at the oncoming aggressors and react to the block they just made.** Become good at this, and you'll easily earn an extra 100 yards per season.

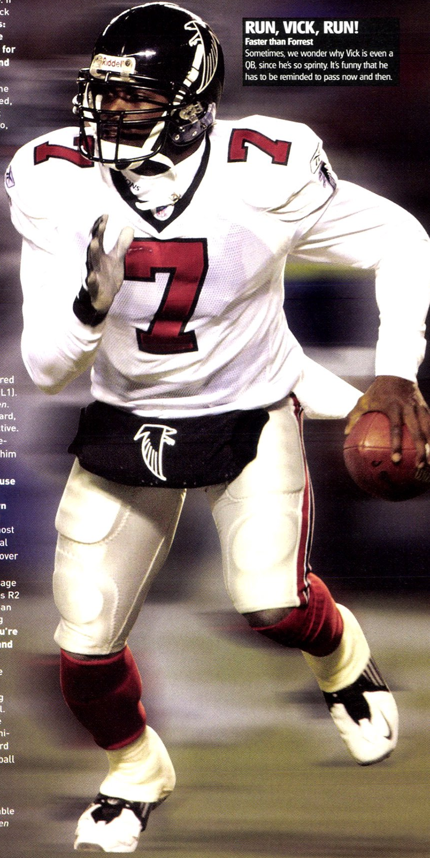
GOING AERIAL

1. 2004's QBs lead receivers over the middle more than those in any previous *Madden* game. This is a great thing. Pull up the on-field menu (R2) to keep track of when your receivers cut to the inside on slants. Then, when you snap the ball, watch the position of the safety on the receiver's side of the ball. If he blitzes, hit your receiver after his cut and make sure he's shielding the cornerback—you might have yourself a touchdown.
2. Short passes are effective, especially if you're running the ball effectively. If you do the same thing over and over, the defense will figure you out. **Short passes on hooks and outs are perfect ways to mix it up and grab five or six yards here or there.**
3. Check the coverage (L2 in multiplayer, R2 for online/single-player) on every single play. If you see a safety playing up or a cornerback waiting to blitz, **hot-route your receivers: Hit △ to trigger the hot routes, then the icon that goes with the receiver, then ⬆ for a fly, R2 or L2 for slants, ⬇ for a curl, and ⬅ or ➡ for outs.**
4. Never throw into double coverage. If one of your players is getting double-teamed, there's someone open. And if you don't see someone open, run for it. L2 and go, my man.
5. **When you're rolling out of the pocket, use the right analog stick to motion to the nearest receiver.** This is the greatest A.I.-busting option ever made in any game. Push ➡ to get the receiver to go right, ⬅ for left, ⬇ for a curl, and ⬆ to send him deep. If you're out of the pocket with time, this is absolutely deadly. It's even better if you have Mike Vick, who can run at a moment's notice. Watch the D cringe!

DE-FENSE! DE-FENSE!

1. Try this: Use ◎ to cycle through to the defender you want, but **when you get to a defensive lineman, stop and hold ◎ instead.** It'll give you an instant burst when the ball is snapped (◎ = Turbo), and it could make a difference when paired up with a well-timed Swim move (R1 or L1).
2. ◎ is also the best way to tackle in *Madden*. While diving is high-risk for average reward, speed-bursting into a player is very effective. Plus, if a player is scooting along the sidelines, pressing ◎ is the best way to give him a good shove.
3. **It was there last year, and if you didn't use it then, you were a non-playoff-worthy fool! R1, the Strafe button, will cut down on big plays.** While offensive players can blow by you if you use it stupidly, you'll most often contain them by giving them minimal daylight. And your teammates will come over and help you out.
4. Every time you reach the line of scrimmage and you've selected your defender, press R2 and look for your assignment. If there's an arrow, you're blitzing, but if there's a big cloud around you, you're in a zone. **If you're playing zone, look for anyone blitzing and try to cover for them.** We promise that using this tactic will win you at least one extra game each season.
5. Minicamps are infinitely useful for getting used to swatting and intercepting the ball. Press △ after strafing with R1 and, more often than not, you'll make a pick—in minicamp. In a game, though, it's a risk/reward situation, which is why batting down the ball is a smart call.

Next month, we'll have even more *Madden* mayhem—just for you. You might even be able to go online, and beat up those other *Madden* fans who weren't cool enough to read this magazine.



RUN, VICK, RUN!
Faster than Forrest
Sometimes, we wonder why Vick is even a QB, since he's so sprinty. It's funny that he has to be reminded to pass now and then.

Will Michael Vick rush for over 1,000 yards this NFL season? We say a big fat: Yes!

316+ Number of episodes of 8-bit Theatre, a webcomic spoofing *Final Fantasy*, at www.nuklearpower.com.

MOAB
Technically means "Massive Ordnance Air Burst," but we prefer "Mother Of All Bombs."

GAME	PUBLISHER	SCORE	ISSUE
Crash Bash	SCEA/Universal	★★½	39
Crime Killer	Interplay	★★★	12
Critical Depth	GT Interactive	★★★	3
Croc	**Fox Interactive**	★★★★	**1**
Croc 2	Fox Interactive	★★½	22
Crossroad Crisis	Agetec	★½	50
Crusaders of Might & Magic	3DO	★★★	30
CTR: Crash Team Racing	**Sony CEA**	★★★★★	**26**
CyberTiger	EA Sports	★★★★	27
Dance Dance Revolution	Konami	★★★★	42
Dance Dance Revolution: Disney Mix	Konami	★★★★	49
Dance Dance Revolution: Konamix	Konami	★★★★	57
Danger Girl	THQ	★★½	39
Dark Omen	Electronic Arts	★★	9
DarkStalkers 3	Capcom	★★★★	16
Darkstone	Take 2	★★★½	43
Dave Mirra Freestyle BMX	Acclaim	★★★½	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	★★½	47
David Beckham Soccer	Majesco	★★★	61
Dead in the Water	ASC	★★½	17
Dead or Alive	Tecmo	★★★★½	8
Deathtrap Dungeon	Eidos	★★½	9
Deception III: Dark Delusion	Tecmo	★★★★	31
Delta Force: Urban Warfare	Novalogic	★★★	61
Demolition Racer	Infogrames	★★★★	26
Destrega	Koei	★★★★	16
Destruction Derby Raw	Midway	★★★★	39
Devil Dice	THQ	★★★½	13
Dexter's Laboratory: Mandark's Lab?	Bam	★★★½	59
Diablo	Electronic Arts	★★★★	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	★★	31
Digimon Digital Card Battle	Bandai	★★★	48
Digimon Rumble Arena	Bandai	★★★½	55
Digimon World	Bandai	★½	36
Digimon World 2	Bandai	★★	46
Digimon World 3	Bandai	★★½	57
Dino Crisis	Capcom	★★★★	25
Dino Crisis 2	Capcom	★★★★½	38
Dirt Jockey	Mastiff	★★	71
Disney's Dinosaur	Ubi Soft	★½	36
Disney's Treasure Planet	Sony CEA	★★½	64
Donald Duck: Goin' Quackers	Ubi Soft	★★★	39
Downhill Mountain Bike Racing	Activision	★★½	27
Dracula: The Last Sanctuary	DreamCatcher	★★½	56
Dracula: The Resurrection	DreamCatcher	★★½	48
Dragon Ball GT	Bandai	★★	4
① **Dragon Ball Z: Ultimate Battle 22**	**Infogrames**	★	**69**

We asked some 11-year old to explain *Dragon Ball Z* to us. We still don't understand this show, but you do, and since you do, here's your one shiny code:

UNLOCK BONUS CHARACTERS

At the Title screen, press the following: ↑, △, ↓, ⊗, ←, L1, →, R1

GAME	PUBLISHER	SCORE	ISSUE
Dragon Tales: Dragon Seek	NewKidCo	★½	45
Dragon Valor	Namco	★★★	38
Dragon Warrior VII	Enix	★★★★½	51
Dragonseeds	Jaleco	★★	15
Driver	**GT Interactive**	★★★★	**24**
Driver 2	Infogrames	★★★★	40
Ducati World Championship Racing	Acclaim	★★½	41
Duke Nukem: Land of the Babes	Infogrames	★★½	40
Duke Nukem: Time to Kill	**GT Interactive**	★★★½	**14**
Duke Nukem: Total Meltdown	GT Interactive	★★★	5
Dukes of Hazzard	**SouthPeak**	★½	**29**
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	★★	41
Dune 2000	Electronic Arts	★½	27
EA Sports Supercross	EA Sports	★★★½	41
Eagle One: Harrier Attack	Infogrames	★★★	32
Echo Night	Agetec	★★★	23
ECW Anarchy Rulz	Acclaim	★	38
ECW Hardcore Revolution	Acclaim	★½	30
Ehrgeiz	Square EA	★★★½	21
Einhänder	Sony CEA	★★★★	8
Elemental Gearbolt	Working Designs	★★★★	11
Eliminator	Psygnosis	★½	20

GAME	PUBLISHER	SCORE	ISSUE
The Emperor's New Groove	SCEA	★★★½	40
Equestrian Showcase	Mud Duck	★★	71
ESPN MLS GameNight	Konami	★★★	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	½	54
Eternal Eyes	Crave	★½	38
Evil Dead: Hail to the King	THQ	★★½	41
Evil Zone	Titus	★★★	25
Expendable	Infogrames	★½	34
F1 2000	EA Sports	★★★½	33
F1 Championship Season	EA Sports	★★★½	40
F1 Racing Championship	Ubi Soft	★★½	39
Family Feud	Hasbro	★★★	39
Family Game Pack	3DO	★★½	33
Fantastic Four	Acclaim	★★	3
Fatal Fury: Wild Ambition	SNK	★½	30
Fear Effect	Eidos	★★★★½	31
Fear Effect 2: Retro Helix	Eidos	★★★★½	43
Felony 11-79	Ascii	★★★	1
FIFA 98	EA Sports	★★★½	4
FIFA 99	EA Sports	★★★★½	17
FIFA 2000	EA Sports	★★★★½	27
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA Soccer 2003	EA Sports	★★★½	63
The Fifth Element	Activision	½	15
Fighter Maker	Agetec	★★★½	21
Fighting Force	**Eidos**	★★★	**3**
Fighting Force 2	Eidos	★★	29
Final Fantasy Anthology	Square EA	★★★★½	26
Final Fantasy Chronicles	Square EA	★★★★	47
② **Final Fantasy Origins**	**Square Enix**	★★★½	**67**

Wanna build up your hit points real quick in *Final Fantasy II*?

Wander around outside a town, get into random battles with easy enemies, then attack your own characters. The more HP you lose, the greater chance you'll be given an HP boost in return.

DO AND UNDO

Another common *FF2* trick is to perform an action, then cancel it during a battle. That makes leveling up weapon skills and magic spells very easy. For example, if you want to raise your weapon level, select Fight, select a target, then cancel, and do this over and over again. Magic is done in a similar manner. Select Magic, then the spell, then the target, then cancel it. Depending on the monsters being fought, the amount of times you'll have to do this varies, but it could be anywhere from 50 to 100 times per level. Note that once you obtain 100 skill points for your current spell/weapon level, you can no longer gain any more in that battle. Also, changing the cursor settings to "Memory" might make leveling up magic this way easier.

GAME	PUBLISHER	SCORE	ISSUE
Final Fantasy Tactics	**Sony CEA**	★★★★	**5**
Final Fantasy VII	**Sony CEA**	★★★★★	**1**
Final Fantasy VIII	**Square EA**	★★★★★	**25**
Final Fantasy IX	**Square EA**	★★★★★	**39**
Fisherman's Bait	Konami	★★★½	18
Fisherman's Bait 2: Big Ol' Bass	Konami	★★★	27
Flintstones Bedrock Bowling	SouthPeak	★	37
Ford Racing	Empire	★★½	44
Formula 1 '98	**Psygnosis**	★★★★	**15**
Formula 1 '99	Psygnosis	★★★½	28
Forsaken	Acclaim	★★★★	10
Fox Sports Golf '99	Fox Interactive	★★	11
Fox Sports Soccer '99	Fox Interactive	★★½	11
Freestyle Boardin' '99	Capcom	★★½	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	★★½	40
Frogger	**Hasbro**	★★½	**4**
Frogger 2: Swampy's Revenge	Hasbro	★★★	38
Front Mission 3	Square EA	★★★★½	31
Future Cop L.A.P.D.	Electronic Arts	★★★	13
G-Police	Psygnosis	★★★★½	3
G-Police 2	Psygnosis	★★★★	25
G-Darius	THQ	★★★★	13
Galaga: Destination Earth	Hasbro	★★½	39
Galerians	Crave	★★★	33
Gallop Racer	Tecmo	★★½	28
Gauntlet Legends	Midway	★★½	32
Gekido	Interplay	★★★	34

REPLAY FORUM

XENOSAGA: TOO MANY ACRONYMS

I was trying a few things on *Xenosaga* and I discovered something that'll help you a lot with the enemy A.G.W.S. units in Pleroma. After you rescue MOMO, run down to the green A.G.W.S. and engage it in battle. Even though they said to keep MOMO behind Ziggy, move her to the front line. Make MOMO cast Sheep Beam on the A.G.W.S., causing him to fall asleep. Have both Ziggy and MOMO Guard for one turn. Make MOMO use her Floral Tempest Tech Attack on the A.G.W.S. Doing so will deactivate its antilightning armor. Command Ziggy to use his Lightning Fist Tech Attack; it causes massive damage. You may need to do Floral Tempest a few times to get it to work. This should help a lot in upcoming battles.

Dawndrmom@aol.com

BALDUR'S GATE: DARK ALLIANCE:

Hey, I hear that cool elf Drizzt Do'Urden (from those awesome *Icewind Dale* trilogy books; you should read them sometime!) is a playable character in *Baldur's Gate: Dark Alliance*. How can I unlock him?

Jeff Johns
Wichita, KS

Easy! When you're at the character-selection screen, hold down L1 + R1 and hit △ and ⊗. There's no indicator that the cheat worked, so you'll have to wait for the game to start to see if it worked or not.

GAME	PUBLISHER	SCORE	ISSUE
Gekioh: Shooting King	Natsume	★★★½	67
Gex: Deep Cover Gecko	Eidos	★★★½	20
Gex: Enter the Gecko	Midway	★★★½	7
Ghost in the Shell	THQ	★★★★	4
Glover	Hasbro	★★	28
Gold and Glory: The Road to El Dorado	Sony CEA	★★	42
Gran Turismo	**Sony CEA**	★★★★★	**9**
Gran Turismo 2	**Sony CEA**	★★★★★	**29**
Grand Theft Auto	**Take 2**	★★½	**10**
Grand Theft Auto 2	Rockstar	★★★	27
Grand Theft Auto: London 1969	Rockstar	★★½	22
Grand Tour Racing '98	Activision	★★★	1
Grandia	Sony CEA	★★★★½	26
Granstream Saga	THQ	★★★	10
The Grinch	Konami/Universal	★½	39
Grind Session	Sony CEA	★★★★	34
Grudge Warriors	Take 2	★★	34
Guardian's Crusade	Activision	★★★	19
Gubble	Mud Duck	½	68
Gundam Battle Assault 2	Bandai	★★★★	62
Gunfighter: The Legend of Jesse James	Ubi Soft	★★½	52
HardBall '99	Accolade	★½	15
Harry Potter and the Sorcerer's Stone	EA Games	★★★	53
Harry Potter and the Chamber of Secrets	EA Games	★★★	64
Harvest Moon: Back to Nature	Natsume	★★★½	40
HBO Boxing	Acclaim	★★	41
Heart of Darkness	Interplay	★★★★	13
Hello Kitty's Cube Frenzy	NewKidCo	★★½	20
Herc's Adventures	LucasArts	★★★	2
High Heat Baseball 2000	3DO	★	22
High Heat Major League Baseball 2002	3DO	★★★★	43
Hogs of War	Infogrames	★★★★	38
Hooters Road Trip	Ubi Soft	½	55
Hoshigami: Ruining Blue Earth	Atlus	★★½	53
Hot Shots Golf	Sony CEA	★★★★	7
Hot Shots Golf 2	Sony CEA	★★★½	30
Hot Wheels Turbo Racing	**Electronic Arts**	★★½	**25**
Hydro Thunder	Midway	★★	31
IHRA Drag Racing	Bethesda	½	53
In Cold Blood	DreamCatcher	★★	49
Incredible Crisis	Titus	★★★½	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	★★★½	50
Intelligent Qube	Sony CEA	★★★	2
Intellivision Classic Games	Activision	★½	28
Int'l. Superstar Soccer 98	Konami	★★★★½	11
Int'l. Track & Field 2000	Konami	★★★★	27
③ **InuYasha**	**Bandai**	★★★	**68**

For those fans who didn't already know about these codes:

UNLOCK ALL CHARACTERS (except Totosai)

↑, →, ↓, ←, ↑, →, ↓, ←

UNLOCK TOTOSAI

↑, ↑, ↓, ↓, ←, ←, →, →, ↑, ←, ↓, →, ↑, ←, ↓, →

UNLOCK DEMON INUYASHA

↑, ↑, L1, L1, ↓, ↓, R1, R1

GAME	PUBLISHER	SCORE	ISSUE
Invasion From Beyond	GT Interactive	★★	19
Iron Soldier 3	Vatical	★★★★	35
Irritating Stick	Jaleco	★★★	18
ISS Pro Evolution	Konami	★★★★½	35
The Italian Job	**Rockstar**	★★★★★	**57**
Jackie Chan Stuntmaster	Midway	★★★½	30
Jade Cocoon	Crave	★★★½	23
Jarrett & LaBonte Stock Car Racing	Codemasters	★★★★	38
Jeopardy!	Hasbro	★★★★	17
Jeopardy! 2	Hasbro	★★★★	29
Jeremy McGrath Supercross 2000	**Acclaim**	★½	**38**
Jersey Devil	Sony CEA	★★	10
Jet Moto 2	**Sony CEA**	★★★½	**3**
Jet Moto 3	989 Studios	★★★½	26
Jigsaw Madness	XS Games	★★	70
Jimmy Johnson VR Football	Interplay	★★	2
Jojo's Bizarre Adventure	Capcom	★★★★½	31
Juggernaut	Jaleco	★★	26
K-1 Grand Prix	Jaleco	★★★½	28
K-1 Revenge	Jaleco	★★½	18

HEFTY HAULING In *Disgaea*, try lifting a character who's already lifting someone else. You can keep lifting for as many allies as you can dispatch (10). Try making a totem pole of 10 allies, plus one enemy.

RPGs FOR YOU AND ME

Be a playa with .hack and Disgaea

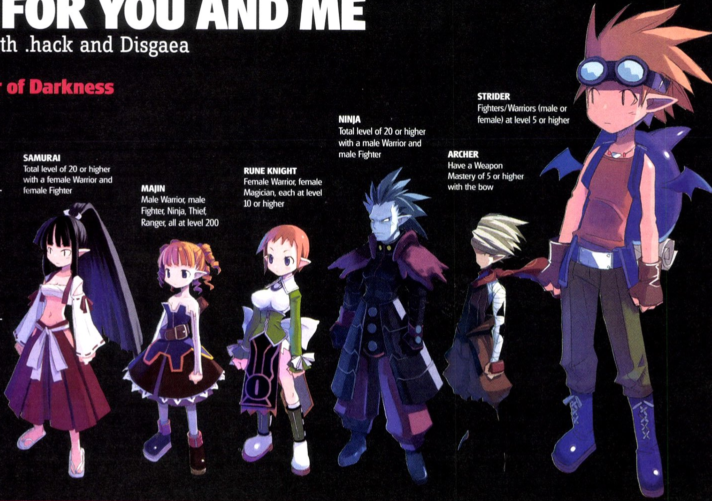
Disgaea: Hour of Darkness

HIDDEN JOBS
When there are multiple conditions for unlocking a job, you must fulfill them simultaneously. For example, to make a Rune Knight, you can't just have a Warrior and transmigrate her into a Magician; you need both classes before creating a Rune Knight. After the hidden job becomes available, you no longer need to maintain the older jobs (so feel free to delete or transmigrate outdated characters!). You can also use any character of the indicated class (Fighters, Warriors, etc.).

THIEF Fighter and Warrior, either one at level 5 or higher

CELESTIAL HOST Female Cleric, Rune Knight, and Archer, all at level 100

EDF SOLDIER Weapon Mastery of the gun at level 30



SAMURAI Total level of 20 or higher with a female Warrior and female Fighter

MAJIN Male Warrior, male Fighter, Ninja, Thief, Ranger, all at level 200

RUNE KNIGHT Female Warrior, female Magician, each at level 10 or higher

NINJA Total level of 20 or higher with a male Warrior and male Fighter

ARCHER Have a Weapon Mastery of 5 or higher with the bow

STRIDER Fighters/Warriors (male or female) at level 5 or higher

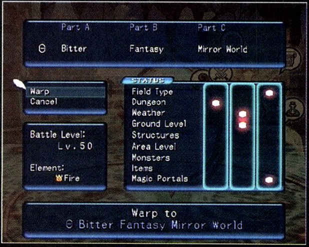
JOB EVOLUTION

WARRIOR	Warrior	Battler (5)	Centurion (12)	Champion (25)	Hero (50)	Cosmic Hero (100)
FIGHTER	Brawler	Pugilist (5)	Fighter (12)	Black Belt (25)	Wushu Master (50)	Eternal Fist (100)
MAGES	R/G/B	Star (5 with each color)	Prism (Star 35)	Galaxy (Prism 50)	–	–
CLERIC	Cleric	Priest (5)	Bishop (12)	Sage (25)	Prophet (50)	Savior (100)
STRIDER	Scout	Surveyer (6)	Ranger (14)	Strider (30)	Geo Master (60)	Lord (120)
RUNE KNIGHT	Knight	Vanquisher (7)	Rune Knight (18)	Chaos Knight (37)	High Knight (75)	Space Knight (150)
NINJA	Ninja	Adept Ninja (7)	Elite Ninja (18)	Shadow Ninja(37)	Master Ninja (75)	Shinobi (150)
SAMURAI	Ronin	Samurai (7)	Bushi (18)	Kengo (37)	Blademaster (75)	Shogun (150)
THIEF	Rogue	Thief (6)	Bandit (14)	Prowler (30)	Raider (60)	Space Pirate (120)
ARCHER	Archer	Sniper (6)	Striker (14)	Valkyrie (30)	Ace Archer (60)	Freishutz (120)
EDF SOLDIER	Recruit	Officer (10)	Cyborg (24)	Psi-Soldier (50)	Space Police (100)	Space Marine (200)
CELESTIAL HOST	Angel	Angel Cadet (10)	Angel Soldier (24)	Crusader (50)	Avenger (100)	Paladin (200)
MAJIN	Majin	Mega Majin (25)	Giga Majin (60)	Omega Majin (125)	Tera Majin (250)	Divine Majin (500)

.hack//MUTATION

OPTIONAL DUNGEON: Θ BITTER FANTASY MIRROR WORLD
Shortly after you beat *MUTATION*, you'll get an e-mail from RIKA@BANDAI, telling you about this extra area to explore. Even if you skip past it for now, it pays to head back to this dungeon just to get the Lucky Shoes. This fancy footwear lets you cast Rig Gaem (replenishes SP) and Rig Saem (replenishes HP). They also give you a chance to nullify the damage inflicted by your foes. We actually had Kite wear these shoes throughout the entire *.hack//OUTBREAK*.

Beating the final dungeon boss isn't too tough if you're at a high-enough level (around 50) and if you've got the right party. We recommend BlackRose and Wiseman. Set BlackRose to attack and have Wiseman focus on healing. Angolmore doesn't have any elemental weaknesses, so a straight-up beatdown should do the job. Just watch your health: Angolmore can focus on only one character at a time, so if you need to, step away and toss a few extra potions or cast a few healing spells to help Wiseman. Be sure to Data Drain Angolmore to gain the rare weapon Crimson Raid.



Part A	Part B	Part C
Θ Bitter	Fantasy	Mirror World

Battle Level:
Lv.50

Element:
Fire

Warp to
Θ Bitter Fantasy Mirror World

PICK THE BEST PARTY

Always have a healer on hand
With a powered-up Wavemaster in your party, you can focus on offense without worrying about losing all your HP.

Did you know? You can throw diagonally in Disgaea by tossing someone while you're in the middle of switching directions.

DIG DUG FASHION

Want a cool *Dig Dug* shirt after playing Namco Museum? Go to secure.giantrobot.com.

GAME	PUBLISHER	SCORE	ISSUE
Kagero: Deception II	Tecmo	★★★★½	14
Kartia	Atlus	★★★★	12
Kensei Sacred Fist	Konami	★½	17
Kickboxing	Agetec	★	58
Killer Loop	Crave	★★★	27
King of Fighters 99	Agetec	★★★★	41
KISS Pinball	Take 2	★½	46
Klonoa	**Namco**	★★★★★	**6**
Knockout Kings	EA Sports	★★★½	16
Knockout Kings 2000	EA Sports	★★★★	27
Knockout Kings 2001	EA Sports	★★★★	39
Konami Arcade Classics	Konami	★★½	23
Koudelka	Infogrames	★★★	35
Kurt Warner's Arena Football Unleashed	Midway	★★★	34
The Land Before Time: Great Valley Racing	TDK Mediactive	★★★	46
The Land Before Time: Return to Great Valley	Sound Source	★★½	39
Largo Winch .//Commando Sar	Ubi Soft	½	57
Legacy of Kain: Soul Reaver	**Eidos**	★★★★½	**25**
The Legend of Dragoon	Sony CEA	★★★★½	34
Legend of Legaia	Sony CEA	★★★★	19
Legend of Mana	Square EA	★★½	35
Lego Island 2: The Brickster's Revenge	Lego Media	★★½	46
Lego Rock Raiders	Lego Media	★	37
Lilo & Stitch	Sony CEA	★★★½	59
The Lion King: Simba's Mighty Adventure	Activision	★½	42
The Little Mermaid II	THQ	★★★★	39
Lode Runner	Natsume	★★½	4
Looney Tunes Racing	Infogrames	★★½	39
Looney Tunes: Sheep Raider	Infogrames	★★½	51
The Lost World: Jurassic Park	**Electronic Arts**	★	**2**
Lunar: Silver Star Story Complete	Working Designs	★★★★½	22
Lunar 2: Eternal Blue Complete	Working Designs	★★★★	40
Madden NFL 98	**EA Sports**	★★★★	**2**
Madden NFL 99	EA Sports	★★★★½	13
Madden NFL 2000	**EA Sports**	★★★★★	**25**
Madden NFL 2001	**EA Sports**	★★★★★	**37**
Madden NFL 2002	EA Sports	★★★★½	49
Madden NFL 2003	EA Sports	★★★★	62
Marble Master	Conspiracy	★★½	69
Martian Gothic: Unification	Take 2	★★★½	52
Marvel Super Heroes	Capcom	★★	2
Marvel Super Heroes vs. Street Fighter	Capcom	★★★½	18
Marvel vs. Capcom EX	Capcom	★★½	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	★★★½	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	★★½	45
Mass Destruction	ASC	★★½	3
Mat Hoffman's Pro BMX	Activision	★★★★	45
Maximum Force	Midway	★½	2
MDK	Playmates	★★½	3
Medal of Honor	**Electronic Arts**	★★★★	**27**
Medal Of Honor Underground	Electronic Arts	★★★★	39
MediEvil	Sony CEA	★★★★	14
MediEvil II	Sony CEA	★★★½	32
Mega Man Legends	Capcom	★★★★	12
Mega Man Legends 2	Capcom	★★★½	39
Mega Man X4	Capcom	★★★	4
Mega Man X5	Capcom	★★★½	41
Mega Man X6	Capcom	★★★	53
Men in Black–The Series: Crashdown	Infogrames	★★★	54
Metal Gear Solid	**Konami**	★★★★★	**14**
Metal Gear Solid: VR Missions	Konami	★★★★	25
Metal Slug X	Agetec	★★★★	43
Micro Machines	**Midway**	★★★★★	**5**
Micro Maniacs	Codemasters	★★★★	32
Mike Tyson Boxing	Codemasters	★★	39
Miracle Space Race	Mud Duck	★	71
The Misadventures of Tron Bonne	Capcom	★★★★	31
Miss Spider's Tea Party	Simon & Schuster	★★★	41
Missile Command	Hasbro	★★★	28
Mission: Impossible	Infogrames	★★	28
MK Mythologies	Midway	★★½	3
MLB 98	Sony CEA	★★★	1
MLB 99	Sony CEA	★★★★	9
MLB 2000	989 Studios	★★★★	21
MLB 2001	989 Studios	★★★	33
MLB 2002	Sony CEA	★★	46
MLB 2003	Sony CEA	★★★★	60
MLB 2004	Sony CEA	★★★★½	70
MLB Bottom of the 9th 99	Konami	★★★½	12
Mobil 1: Rally Championship	Electronic Arts	★★★	32
Mobile Armor	Agetec	★	70
Mobile Light Force	XS Games	★★★½	69
Monaco Grand Prix	Ubi Soft	★★★½	21
Monkey Hero	Take 2	★★	18
Monkey Magic	Sunsoft	★	29
Monopoly	**Hasbro**	★★★	**5**
Monster Bass!	XS Games	★★	70
Monster Rancher 2	Tecmo	★★★★	26
Monster Rancher Battle Card: Episode II	Tecmo	★★★½	36
Monster Rancher Hop-A-Bout	Tecmo	★★★½	41
Monster Seed	Sunsoft	★★½	20
Monsters, Inc.	Sony CEA	★★★½	51
Mort the Chicken	Crave	★½	41
Mortal Kombat: Special Forces	Midway	★½	36
Mortal Kombat 4	**Midway**	★★★½	**11**
Mortal Kombat Trilogy	Midway	n/a	n/a
Moto Racer	**Electronic Arts**	★★★★★	**3**
Moto Racer 2	Electronic Arts	★★★★½	14
Moto Racer World Tour	Infogrames	★★★★	40
Motocross Mania	Take 2	★	48
Motocross Mania 2	Gotham Games	★★½	72
Motorhead	Fox Interactive	★★★½	14
Mr. Domino	Acclaim	★★★½	15
Mr. Driller	Namco	★★★★	33
Ms. Pac-Man Maze Madness	Namco	★★★★	38
MTV Music Generator	Codemasters	★★★★	28
MTV Sports: Pure Ride	THQ	★★★½	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	★	39
MTV Sports: Snowboarding	THQ	★★★½	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	★★	45
The Mummy	Konami	★★★	41
Muppet Monster Adventure	Midway	★★★★	39
Muppet Race Mania	Midway	★★★½	39
My Disney Kitchen	Bam	n/a	n/a
N.GEN Racing	Infogrames	★★½	35
N20	Fox Interactive	★★	11
Nagano Winter Olympics 98	Konami	★★	6
⑤ **Namco Museum Vol. 3**	**Namco**	**n/a**	**n/a**
What did we learn on this museum trip? That Namco really likes making good racing games. Huzzah!			
NASCAR 98	**EA Sports**	★★★★	**3**
NASCAR 99	**EA Sports**	★★★★	**14**
NASCAR 2000	EA Sports	★★★★	26
NASCAR 2001	EA Sports	★★½	38
NASCAR Heat	Hasbro	★★★½	40
NASCAR Rumble	Electronic Arts	★★★½	31
NASCAR Thunder 2002	EA Sports	★★	52
NBA Fastbreak 98	Midway	★★½	4
NBA Hoopz	Midway	★★★	43
NBA in the Zone 98	Konami	★★½	7
NBA in the Zone 99	Konami	★★★½	19
NBA in the Zone 2000	Konami	★★½	28
NBA Live 98	EA Sports	★★★★½	3
NBA Live 99	EA Sports	★★★★	16
NBA Live 2000	EA Sports	★★★★½	28
NBA Live 2001	EA Sports	★★★★	39
NBA Live 2002	EA Sports	★★★½	53
NBA ShootOut 98	Sony CEA	★★★½	8
NBA ShootOut 2000	989 Studios	★★★	30
NBA ShootOut 2001	989 Studios	★★½	39
NBA ShootOut 2002	Sony CEA	★★★½	50
NBA ShootOut 2003	Sony CEA	★★★½	63
NBA Showtime: NBA on NBC	Midway	★★★	28
NBA Tonight	ESPN Digital	★★★	14
NCAA Final Four 99	989 Studios	★★★½	18
NCAA Final Four 2000	989 Studios	★★★½	28
NCAA Final Four 2001	Sony CEA	★★	40
NCAA Football 98	EA Sports	★★	2
NCAA Football 99	EA Sports	★★★★½	12
NCAA Football 2000	EA Sports	★★★★	25
NCAA Football 2001	EA Sports	★★★½	36
NCAA GameBreaker 98	Sony CEA	★★★★	4
NCAA GameBreaker 99	989 Studios	★★★★	15
NCAA GameBreaker 2000	989 Studios	★★★	25
NCAA GameBreaker 2001	Sony CEA	★★½	37
NCAA March Madness 98	EA Sports	★★★★	7
NCAA March Madness 99	EA Sports	★★★	18
NCAA March Madness 2000	EA Sports	★★★★	29
NCAA March Madness 2001	EA Sports	★★	41
Nectaris: Military Madness	Jaleco	★★★★	17
Need for Speed III	**Electronic Arts**	★★★★	**8**
Need for Speed: High Stakes	**Electronic Arts**	★★★★½	**20**
Need for Speed: Porsche Unleashed	Electronic Arts	★★★½	33
Need for Speed: V-Rally	Electronic Arts	★½	3
Need for Speed: V-Rally 2	Electronic Arts	★★★½	28
Newman/Haas Racing	Psygnosis	★★	7
The Next Tetris	Hasbro	★★★	24
NFL Blitz	**Midway**	★★★★★	**13**
NFL Blitz 2000	**Midway**	★★★★★	**24**
NFL Blitz 2001	Midway	★★★½	38
NFL GameDay 98	**Sony CEA**	★★★★★	**1**
NFL GameDay 99	989 Studios	★★★★	13
NFL GameDay 2000	989 Studios	★★★★	25
NFL GameDay 2001	989 Studios	★★½	37
NFL GameDay 2002	Sony CEA	★★	49
NFL GameDay 2003	Sony CEA	★★★★	62
NFL Xtreme	989 Studios	★★	11
NFL Xtreme 2	989 Studios	★½	24
NHL 98	EA Sports	★★★★	2
NHL 99	EA Sports	★★★★½	15
NHL 2000	EA Sports	★★★★	26
NHL 2001	EA Sports	★★★★	38
NHL Blades of Steel 2000	Konami	★★	28
NHL Breakaway 98	Acclaim	★★★	2
NHL Championship 2000	Fox Interactive	★★★	27
NHL FaceOff 98	**Sony CEA**	★★★★★	**2**
NHL FaceOff 99	989 Studios	★★★★	14
NHL FaceOff 2000	989 Studios	★★★★	26
NHL FaceOff 2001	Sony CEA	★★★★½	38
NHL Rock the Rink	Electronic Arts	★★★★	32
Nick Toons Racing	Infogrames	★★★	48
Nightmare Creatures	Activision	★★★½	3
Nightmare Creatures II	Konami	★★	33
Ninja: Shadow of Darkness	Eidos	★½	15
Nuclear Strike	Electronic Arts	★★★★½	3
O.D.T.	Psygnosis	★½	15
Oddworld: Abe's Exoddus	GT Interactive	★★★★½	15
Oddworld: Abe's Oddysee	**GT Interactive**	★★★★	**1**
Omega Boost	Sony CEA	★★★★	25
One	ASC	★★★★	4
One Piece Mansion	Capcom	★½	50
Pac-Man World	**Namco**	★★★★½	**25**
Pandemonium! 2	Midway	★★★½	3
Panzer Front	Agetec	★★★½	51
PaRappa the Rapper	**Sony CEA**	★★★★★	**2**
Parasite Eve	**Square EA**	★★★★	**12**
Parasite Eve II	Square EA	★★★★½	37
Patriotic PInball	Gotham Games	★★½	70
Persona 2: Eternal Punishment	Atlus	★★★★	41
Peter Jacobsen's Golden Tee Golf	Infogrames	★★★½	41
PGA Tour 98	EA Sports	★★★	3
Pinobee	Konami	★★	68
Pipe Dreams 3D	Empire Int.	★★	52
Pitfall 3D	Activision	★★	9
Planet of the Apes	Ubi Soft	★★★	63
Play With The Teletubbies	Knowledge Adv.	★★	36
Pocket Fighter	Capcom	★★★★	11
Point Blank	Namco	★★★½	6
Point Blank 2	Namco	★★★½	20
Point Blank 3	Namco	★★★½	44
Polaris SnoCross	Vatical	★★½	38
Pong	Hasbro	★★★½	27

REPLAY FORUM

GTA VICE CITY: SCARFACE REDUX

In issue #71, it says where the Scarface room is. I found out something really weird.

1. Get any motorbike.
2. Go up the stairs to the Scarface room.
3. Go in the room.
4. You will be in this square city thing, but you can't move around much.
5. It's like you're in the room; to get the chainsaw, you have to go through an invisible doorway.
6. Go out of the room without the bike, then go back in and the room will be normal. But the bike will be somewhere in the room.
7. I personally put a lot of bikes in the room and save it so when I go in there, I can get any bike I want, even though it's easier to use a garage.

tinseth@adelphia.net

Finding a glitch in an Easter egg is weird, but not as weird as getting two motorcycle-related tips in the same month.

GTA: GUN THEORY

Of all the *GTA3* and *GTA: Vice City* tricks I've read, I have yet to see this one. And yet it's so simple, but effective.
You can't use all your weapons when you're in a car, right? Well, try jumping on top of somebody else's car. You can ride and shoot to your heart's content. The cops will hate you for it; they seem confused and frustrated. It works in both games.

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www.rottentomatoes.com
We got you covered for game reviews, and
these guys got you covered for movie reviews.

READER REVIEWS

Readers hulk out while clubbing at midnight

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish everyone's, so keep it short, be witty, and remember that not every game deserves a 5-disc rating just because you like it!

MIDNIGHT CLUB II

What you said: "With all the great racing games out of late, and new ones being a rather hefty $50 a pop, I waited a while before committing to getting one. Once I picked up and started to play *Midnight Club II*, I wondered why the hell I waited so long.

To save some space, I'll put it bluntly: This game is fantastic. Control is a very important issue in any racing game, and I must say everything in *Midnight Club II* just seems right. While the game lacks any real manufacturer cars, you won't really care once you start playing. The game contains a bevy of cars (not to mention motorcycles) in many makes and models. While the physics lean to the arcadey side, I feel it just enhances the underground feel, sense of speed, and incredible over-the-top stunts.

When you think about it, if the game just came with the free-roaming Arcade mode, it would be decent, but it also packs a deep Story mode (which can become pretty difficult) that will have you hooked, unlocking cars and city races for days (literally). The game comes with a pretty nice online mode to boot. Hopefully, it won't take everyone else so long to realize how much *Midnight Club II* has to offer."

Your Score ●●●●◐

Vincent Cimino
vinman45@aol.com

What we said: "It is, in a word, *crazy*. Crazy fast, crazy tough, crazy feeling, and, most important, crazy fun."

Our Score ●●●●●

"Once I picked up and started to play *Midnight Club II*, I wondered why the hell I waited so long."

THE HULK

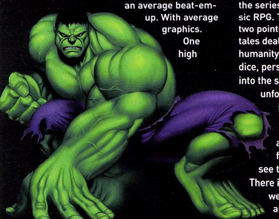
What you said: "The start of this game isn't very good because it's just not that much fun. If you are a reader of the comics, you might like to see your favorite *Hulk* nemeses in a game (with the exception of my favorite, The Abomination). Other than that, it's just an average beat-em-up. With average graphics. One high point for the game is Eric Bana's voice work, which would be even better had the portion where you play as Bruce wasn't so bad. All you do on those Banner parts is sneak around and hide behind boxes. Doesn't sound so bad? Oh it is, because the camera is horrible and there's not even a reward for stealth-killing someone.

There is one thing that saves this game: boss fights. They can be so much fun, like the battle with Half-Life; you can't touch him because he'll drain your energy, so you must swing a pipe like a baseball bat and hit him into the electric generators.

My biggest problem is the continue system: You get only three continues per level, and the levels are very long. You'll get to the middle of the level with two continues, die twice, and then have to start all the way at the beginning. So this game has its flaws, but you should be able to beat it with a weekend rental. I just wouldn't recommend buying it. It's not worth the money, because it has no replay value."

Your Score ●●●

SUBLIME1K@aoll.com



What we said: "Stealth missions excepted, you're in for a genuinely fun eight hours of gameplay in *The Hulk*. Nuff said."

Our Score ●●●●

ARC THE LAD: TWILIGHT OF THE SPIRITS

What you said: "Even though I'm new to the series, *Arc the Lad* plays like a classic RPG. The story being shown from two points of view is refreshing. Both tales deal with various subjects like humanity, racism, inhumanity, prejudice, perseverance, etc. You easily get into the story and start to care for the unfortunate characters. The battle system is new and original. Saves do seem to be far apart, but allowing to heal your characters before a battle makes up for it. The only negative side I see to this game is its simplicity. There isn't really much depth in the weapon, magic, and elemental area. Other than that, this is an excellent game that will keep you on the edge of your seat."

Your Score ●●●●◐

PDJR
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What we said: "For the most part, though, *Twilight* is an especially solid RPG with very few low points."

Our Score ●●●●

RESIDENT EVIL: DEAD AIM

What you said: "This is probably the best *Resident Evil* game. The graphics are a lot better, the control is a lot easier, and the problem solving was almost too easy (or am I just getting smarter?).

The best aspect, though, is using the Guncon 2. It makes the game really fun, while remaining all spooky and stuff. Ya don't know where a zombie is going to appear. And when you see zombies lying there faking death? That's just funny. Everything is good, but Capcom just made the game too short. I beat this in 5 hours; it should've been longer.

Another thing, when you beat the game, you get to play as Fong Ling. I really don't see much of a difference; when it cuts to movie sequences, it just replaces Bryan with Fong Ling. It's really dumb. And another stupid thing: Morpheus (the enemy in this game). He's a guy in the first part, but then he changes into a woman with breasts and high heels? WTF is that?"

Your Score ●●●

Milton Ng
street_racer_41@hotmail.com

What we said: "For those of us who have a Guncon 2 languishing on a dusty shelf, *Dead Aim* is very good news indeed."

Our Score ●●●◐

GAME	PUBLISHER	SCORE	ISSUE
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◐	21
Porsche Challenge	Sony CEA	●●●◐	1
Power Play Sports Trivia	Ubi Soft	●●	58
Power Rangers Lightspeed Rescue	THQ	●◐	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◐	41
The Powerpuff Girls: Chemical X-Traction	Bam	●◐	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◐	37
Pro Pinball: Fantastic Journey	Empire	●●●◐	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◐	53
Puzzle Star Sweep	Agetec	●●◐	43
Puzznic	Mud Duck	●	71
Q-Bert	Hasbro	●●◐	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◐	23
R-Types	Ascii	●●●◐	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◐	43
Rage Ball	Agetec	●◐	68
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◐	15
Rampage	Midway	●●◐	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◐	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Rayman Rush	Ubi Soft	●●●	57
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Helicopter	Agetec	●◐	68
RC Revenge	Acclaim	●●●◐	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	**Midway**	●●●◐	**27**
Ready 2 Rumble: Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◐	3
Reel Fishing	**Natsume**	●●●	**3**
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	**Capcom**	●●●	**2**
Resident Evil 2	**Capcom**	●●●●●	**6**
Resident Evil 2: Dual Shock	**Capcom**	●●●●●	**13**
Resident Evil 3: Nemesis	Capcom	●●●●◐	27
Resident Evil: Survivor	Capcom	●◐	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	**Acclaim**	●●●●●	**6**
Road Rash 3D	**Electronic Arts**	●●●	**11**
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power: Team Rocket Rescue	THQ	●◐	51
Rogue Trip	GT Interactive	●●●◐	14
Roll Away	Psygnosis	●●●●◐	13
Rollcage	Psygnosis	●●●◐	19
Rollcage Stage II	Psygnosis	●●●◐	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths, & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◐	35
Rugrats: Totally Angelica	THQ	●●●◐	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19

1987

The year *Street Fighter* premiered. Pay your respects to this fighting game forefather.

EASY RIDER

Rent this classic film about bikers and biking. It stars Dennis Hopper, a.k.a. "Steve Scott" in *Vice City.*

GAME	PUBLISHER	SCORE	ISSUE
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	½	45
SaGa Frontier	Sony CEA	★★★½	8
SaGa Frontier 2	Square EA	★★★½	29
Saiyuki: Journey West	Koei	★★★½	47
Saltwater Sportfishing	Agetec	★★½	52
Sammy Sosa High Heat Baseball 2001	3DO	★★	32
Sammy Sosa Softball Slam	3DO	★★	33
Samurai Shodown: Warrior's Rage	SNK	★½	36
Scooby-Doo and the Cyber Chase	THQ	★★	52
Scrabble	Hasbro	★★½	28
Sentinel Returns	Psygnosis	★★	11
Sesame Street Sports	NewKidCo	★★★½	54
Shadow Madness	Crave	★★½	19
Shadow Man	Acclaim	★½	27
Shadow Master	Psygnosis	★★★★	5
Shadow Tower	Agetec	½	28
Shanghai: True Valor	Sunsoft	★★★	20
Sheep	Empire	★★★	41
Shrek: Treasure Hunt	TDK Mediactive	n/a	n/a
Shipwreckers	Psygnosis	★★★	3
Shooter: Space Shot	Agetec	★★★½	48
Shooter: Starfighter Sanvein	Agetec	★★	43
Silent Bomber	Bandai	★★★★	30
Silent Hill	**Konami**	**★★★★**	**18**
Silhouette Mirage	Working Designs	★★★½	29
Sim Theme Park	Electronic Arts	★★½	33
The Simpsons Wrestling	Taito	★★	45
Skullmonkeys	**Electronic Arts**	**★★★★★**	**6**
Skydiving Extreme	Banpresto	★½	49
Sled Storm	**Electronic Arts**	**★★★★**	**24**
Slots	Activision	★★	72
Small Soldiers	Electronic Arts	★½	15
Smurfs	Infogrames	★★★★	29
Smurf Racer	Infogrames	★★	45
Sno-Cross Championship Racing	Crave	★½	37
Snowboarding	Agetec	★★	43
Sol Divide	XS Games	★★★	68
Sorcerer's Maze	XS Games	★★★½	68
Soul of the Samurai	Konami	★½	24
South Park	Acclaim	★½	27
South Park: Chef's Luv Shack	Acclaim	★	28
South Park Rally	Acclaim	★½	29
Space Invaders	Activision	★★★	27
Spawn: The Eternal	Sony CEA	★★	4
Spec Ops: Covert Assault	Take 2	★	52
Spec Ops: Ranger Elite	Take 2	★	46
Spec Ops: Stealth Patrol	Take 2	★	34
Speed Punks	Sony CEA	★★★★½	32
Speed Racer	Jaleco	★★	8
Speedball 2100	Empire	★★½	40
Spider-Man	**Activision**	**★★★★★**	**37**
Spider-Man 2: Enter Electro	Activision	★★★½	50
Spin Jam	Take 2	★½	38
SpongeBob SquarePants	THQ	★★	51
Sports Car GT	Electronic Arts	★★½	21
Spyro the Dragon	**Sony CEA**	**★★★★**	**13**
Spyro 2: Ripto's Rage!	**Sony CEA**	**★★★★½**	**27**
Spyro 3: Year of the Dragon	**Sony CEA**	**★★★★★**	**39**
Star Ocean: The 2nd Story	Sony CEA	★★★★½	22
Star Trek: Invasion	Activision	★★★★½	37
Star Wars Episode I: Jedi Power Battles	LucasArts	★★½	33
Star Wars Episode I: The Phantom Menace	**LucasArts**	**★★★**	**25**
Star Wars Masters of Teräs Käsi	LucasArts	★★★	4
Star Wars Demolition	LucasArts	★★★½	41
Steel Reign	Sony CEA	★★★	2
Streak	GT Interactive	★★½	15
Street Fighter Alpha 3	**Capcom**	**★★★★★**	**21**
Street Fighter Collection	Capcom	★★★	4
Street Fighter Collection 2	Capcom	★★★	16
Street Fighter EX Plus Alpha	Capcom	★★★★	2
Street Fighter EX2 Plus	Capcom	★★★	33
Street Racquetball	Agetec	½	68
Street Sk8er	Electronic Arts	★★½	19
Street Sk8er 2	Electronic Arts	★★★	32
Strider 2	Capcom	★★★½	34
Striker Pro 2000	Infogrames	★★★★	33
Strikers 1945	Agetec	★★½	44
Stuart Little 2	Sony CEA	★★½	60
Suikoden II	Konami	★★★★	26
Super Bubble Pop	Jaleco	★	68
Super Shot Soccer	Tecmo	★★★½	61
Superbike 2000	EA Sports	★½	32
SuperCross 2000	EA Sports	★½	29
SuperCross Circuit	989 Studios	★★★½	28
Superstar Dance Club #1 Hits!!!	XS Games	★★½	67
Surf Riders	Ubi Soft	★½	35
Sydney 2000	Eidos	★★	38
Syphon Filter	**989 Studios**	**★★★★**	**18**
Syphon Filter 2	989 Studios	★★★½	31
Syphon Filter 3	Sony CEA	★★★½	52
T'ai Fu	Activision	★½	19
T.R.A.G.	Sunsoft	★★★	20
Tactics Ogre	Atlus	★★★½	12
Tail Concerto	Atlus	★★★½	26
Tales of Destiny	Namco	★★★★	13
Tales of Destiny II	Namco	★★★½	49
Tarzan	**Sony CEA**	**★★★½**	**24**
Team Buddies	Midway	★★★½	38
Team LOSI RC Racing	Fox Interactive	★★½	13
Tekken 3	**Namco**	**★★★★★**	**9**
Tenchu	**Activision**	**★★★★**	**14**
Tenchu 2: Birth of the Stealth Assassins	Activision	★★★	37
Tennis	Agetec	★★	53
Tennis Arena	Ubi Soft	★★½	4
Test Drive 4	**Accolade**	**★★★½**	**3**
Test Drive 5	**Accolade**	**★★★½**	**15**
Test Drive 6	Infogrames	★★★½	27
Test Drive: Le Mans	Infogrames	★★½	34
Test Drive: Off-Road 3	Infogrames	★★	26
Thousand Arms	Atlus	★★★★	26
Thrasher: Skate & Destroy	Rockstar	★★★½	29
Threads of Fate	Square EA	★★★½	35
Thunder Force V	Working Designs	★★★	13
Tiger Woods 99 PGA Tour Golf	EA Sports	★★★★	16
Tiger Woods PGA Tour 2001	EA Sports	★★★½	41
Tigger's Honey Hunt	NewKidCo	★★★★	41
Time Crisis: Project Titan	Namco	★★★	45
Tiny Tank	Sony CEA	★★	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	★½	50
Tiny Toons: The Great Beanstalk	NewKidCo	★★★★	18
TOCA 2	Activision	★★★★½	27
Tom & Jerry in House Trap	Eidos	★★★	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	★★½	45
Tomb Raider II	**Eidos**	**★★★★½**	**4**
Tomb Raider III	**Eidos**	**★★★½**	**16**
Tomb Raider: Chronicles	Eidos	★★½	41
Tomb Raider: The Last Revelation	Eidos	★★★★	29
Tomba!	Sony CEA	★★★★	11
Tomba! 2: The Evil Swine Return	Sony CEA	★★★★	29
Tomorrow Never Dies	**Electronic Arts**	**★★★½**	**28**
Tonka Space Station	Hasbro	★★½	41
Tony Hawk's Pro Skater	**Activision**	**★★★★½**	**26**
Tony Hawk's Pro Skater 2	**Activision**	**★★★★★**	**38**
Tony Hawk's Pro Skater 3	Activision	★★★★½	51
Tony Hawk's Pro Skater 4	Activision	★★★★	64
Toonenstein: Dare to Scare	Vatical	★★½	29
Torneko: The Last Hope	Enix	★★	40
Toy Story 2	Activision	★★★	28
Toy Story Racer	Activision	★★★	44
Transformers: Beast Wars Transmetals	Bam	★	36
Trap Gunner	Atlus	★★½	13
Treasures of the Deep	Namco	★★★★	1
Trickin' Snowboarder	Capcom	★½	25
Triple Play '99	EA Sports	★★½	9
Triple Play 2000	EA Sports	★★★★½	20
Triple Play 2001	**EA Sports**	**★★★★★**	**32**
Triple Play Baseball	EA Sports	★★½	44
Turbo Prop Racing	Sony CEA	★★★	11
Turnabout	Natsume	★★★★	69
Twisted Metal III	**989 Studios**	**★★½**	**16**
Twisted Metal 4	**989 Studios**	**★★★★**	**28**
Twisted Metal: Small Brawl	Sony CEA	★★½	52
Tyco RC: Assault With a Battery	Mattel	★★	38
Ultimate 8-Ball	THQ	★★★★	22
Ultimate Fighting Championship	Crave	★★½	40
UmJammer Lammy	Sony CEA	★★★½	24
The Unholy War	Eidos	★★★	14
Uprising X	3DO	★★★	17
Urban Chaos	Eidos	★★	33
Vagrant Story	Square EA	★★★½	33
Valkyrie Profile	Enix	★★★★	36
Vampire Hunter D	Jaleco	★★	37
Vanark	Jaleco	★★★	32
Vandal Hearts II	Konami	★★★½	27
Vanguard Bandits	Working Designs	★★½	33
Vanishing Point	Acclaim	★★★½	44
Vegas Games 2000	3DO	★★★½	27
V.I.P.	Ubi Soft	★★	51
Vigilante 8	**Activision**	**★★★★**	**10**
Vigilante 8: Second Offense	Activision	★★★	29
Virtual Kasparov	Titus	★★	49
VR Baseball '99	Interplay	★★★½	11
VR Sports Powerboat Racing	Interplay	★	10
Vs.	THQ	★	3
Walt Disney World Quest Magical Racing Tour	Eidos	★★½	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	★★★	41
War Jetz	3DO	★★	48
WarGames: DefCon 1	MGM Interactive	★★★★	12
Warpath: Jurassic Park	Electronic Arts	★★	27
Warriors of Might and Magic	3DO	★★★	41
Warzone 2100	Eidos	★★★★	22
WCW Backstage Assault	EA Games	★★	40
WCW Mayhem	Electronic Arts	★★★½	26
WCW Nitro	**THQ**	**★★½**	**5**
WCW/nWo Thunder	THQ	★	17
The Weakest Link	Activision	★★★½	51
Wheel of Fortune	**Hasbro**	**★★★★**	**17**
Wheel of Fortune 2	Hasbro	★★★★	39
Winnie the Pooh: Kindergarten	Bam	n/a	n/a
Winnie the Pooh: Preschool	Bam	n/a	n/a
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	★★½	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	★½	47
Wild 9	Interplay	★★★½	15
Wild Arms 2	Sony CEA	★★★½	33
The Wild Thornberrys: Animal Adventure	Mattel	★½	41
WipeOut 3	Psygnosis	★★★★	26
Woody Woodpecker Racing	Konami	★★	40
World Cup 98	EA Sports	★★★	10
World Destruction League: Thunder Tanks	3DO	½	39
World Is Not Enough	Electronic Arts	★★★	40
World's Scariest Police Chases	Activision	★★	47
Worms Armageddon	Hasbro	★★★½	27
Worms World Party	Ubi Soft	★★★★	55
Wu-Tang Shaolin Style	Activision	★★★	28
WWF Attitude	Acclaim	★★★★	24
WWF SmackDown!	**THQ**	**★★★★½**	**31**
WWF SmackDown! 2	**THQ**	**★★★★★**	**40**
WWF War Zone	**Acclaim**	**★★★★**	**12**
X-Bladez: Inline Skater	Crave	½	55
X-Files	Fox Interactive	★★★	28
X Games Pro Boarder	ESPN Digital	★★★★	14
X-Men: Children of the Atom	Acclaim	★★	6
X-Men: Mutant Academy	Activision	★★★	36
X-Men: Mutant Academy 2	Activision	★★★	50
Xena: Warrior Princess	Electronic Arts	★★★½	26
Xenogears	Square EA	★★★★	14
You Don't Know Jack!	Berkeley Systems	★★★★½	25
You Don't Know Jack! Mock 2	Sierra	★★	40
Yu-Gi-Oh!: Forbidden Memories	Konami	★½	57

REPLAY FORUM

GTA VICE CITY: TAKING YOUR RIDE, INSIDE

Normally the only building (that loads a whole new interior) you can take a motorcycle in is the North Pointe Mall. There is a way to take a motorcycle or scooter into any indoor building that loads an interior. Just aim the motorcycle at the door and gun it. Timing is critical; you need to bail off the ride and let it coast through the door of the building. Timing is key; if you stay on too long, you go in with the bike and you lose the bike. When the interior loads, bail too early and the bike will drift off-course and miss the door. Once the bike coasts through the door, immediately enter the building, and the bike should be there on its side where it fell over. The Vercetti Mansion has an extrawide entrance, so you can even do this trick with a car there. Now you can rip around the Malibu Club with a PCJ or do a burnout with a Cheetah *in* the Vercetti Mansion.

Anthony Fodera
anthonyspecf
@hotmail.com

What is it with readers and motorcycle parking this month? Do people just not appreciate cars like they used to?

GTA VC: DEAD WATER

Go off the coast to the east of the Greasy Chopper to see a man in swimming trunks who drowned due to a brick tied to him.

Lennie
Saskatoon, Canada

P.S. I love you.

www.stripcreator.com/view.php?author=Teendevil
If you've ever been to the #OPM chatroom in IRC, you'll appreciate these wickedly ribald strips lampooning some of the regulars.

NEXT MONTH

November 2003
On sale October 7

EXCLUSIVE DISC WITH 9 PLAYABLE DEMOS:

PRINCE OF PERSIA
CY GIRLS
TAK & THE POWER OF JUJU
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TIGER WOODS PGA TOUR 2004
DOWNHILL DOMINATION
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•Editorial content subject to change•

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P.S.A.T.

(PlayStation Aptitude Test)

1. Which of these *Castlevania* heroes is not technically in the Belmont bloodline?
a. John Morris
b. Maria Renard
c. Reinhart Schneider
d. Juste Belmont

2. Through the end of this year, how many NCAA football games will have been released on PS2?
a. Six
b. Seven
c. Eight
d. Nine

3. Which of these was never a title for this month's Game of the Month?
a. *Freedom Fighters*
b. *Freedom: The Battle for Liberty*
c. *Freedom: Soldiers of Liberty*
d. *Freedom: The Battle for Liberty Island*

4. What is the subtitle of *Jak II* in Europe?
a. *Revenge*
b. *Vengeance*
c. *Renegade*
d. *New Jak City*

5. What does GAP stand for?
a. Gamers Against Parents
b. Gaming Advice Panel
c. Gamer Advisory Panel
d. Gamers Are Punks

Answers: 1. b, 2. c, 3. b, 4. c, 5. c

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50 G4's G-Phoria: When evil hobbits run wild.

REVIEWS

PS2 GAMES

115	.hack//OUTBREAK	★★★★
116	Alter Echo	★★
119	Buffy the Vampire Slayer: Chaos Bleeds	★★★★
116	Butt-Ugly Martians: Zoom or Doom!	★★
116	Disney's Extreme Skate Adventure	★★★★
116	eJay Clubworld	★★
120	ESPN NHL Hockey	★★★★½
122	Freedom Fighters	★★★★★
118	Mojo!	★★½
118	NASCAR Thunder 2004	★★★★★
118	NCAA GameBreaker 2004	★★½
119	NFL GameDay 2004	★★★
121	NHL 2004	★★★★
121	NHL Hitz Pro	★★★★
126	Risk: Global Domination	★★★★
126	Romance of the Three Kingdoms VIII	★★★
126	Rugby 2004	★★★
124	Tiger Woods PGA Tour 2004	★★★★★

PS1 GAMES

126	ATV Mania	★★★★
126	Hellboy: Asylum Seeker	½

PERIPHERALS

126	Katana	★★★
126	Ultimate Kickboxing Arena	★★

"Someone's got to don the oven mitts of all that's right and strangle the red-hot throat of all that's wrong." **66**

ON THIS MONTH'S EXCLUSIVE PLAYABLE PS2 DVD

PLAYGROUND

True Crime
SSX 3
Hulk
Roadkill
ESPN NHL Hockey
Ratchet & Clank: Going Commando

VIDEOS

Ratchet & Clank: Going Commando
ESPionage
Tak and the Power of JuJu
Whiplash
XIII
Cy Girls

STORIES

Gran Turismo 4 unveiled at E3
Final Fantasy XI introduced at E3
Medal of Honor: Rising Sun Part 3: Making the Game
Jak II
Celebrity Gamer: James Marsters
Gamer Advisory Panel—Auditions and E3 stories

DOWNLOADS

Rocky
Tenchu

PLAYSTATION UNDERGROUND TEAM

Demo Disc Producers **Gary Barth, Manuel Sousa, Jerome Strach, Chris Tan**
Marketing Team **Kim Yuen, Steve Williams, Jesse Caid**
Executive Producers **Andrew House, Marilyn Weyant**
Format Q&A **Sam Bradley, DeMarlo King**
Account Coordinator **Eric Ippolito**

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Lead Programmers **William Bohan, Ron Midthun, Avery Lodato**
3D Artists **Jason Robinson, Philip Williamson, David Hayes**
Producer **Jessi Harrison**
President **Katherine Williams**
Technical Director **Tim Edwards**

SPECIAL THANKS

Maimoona Block, Kirsten Costello, Tom Gillan, Michelle Manahan, Gerald Martin, Jim Williams

SSXTRA

COVER + FEATURE + DEMO = MAD SNOWBOARDING FUN

We love it when this happens. This month, not only do you get to read all the latest info about the blockbuster boarding franchise, you also get to play along at home to see exactly what we're talking about. When you're done, try out these challenges for the other demos.

Issue 73
PlayStation
NTSC U/C
RP-M

TRUE CRIME: STREETS OF L.A.

THE DETAILS:
A sharp-looking demo with bits that showcase all the gameplay styles in *True Crime*. Too bad you only have a minute to drive around the city. But if you had more, why would you buy the game?

HAVE YOU TRIED...
...shooting up the baths? If you make it to the bar fight on your first mission, the demo will bounce you back to the Main menu after you beat the hooligan. But if you fail the first mission, you'll get a different mission involving a great deal of shooting.
...going on a wild rampage? Hey, come on, we know you were going to anyway. Try shooting out a car's tires, then driving it around.

RATCHET & CLANK: GOING COMMANDO

THE DETAILS:
Awesome, awesome, awesome demo. Four different areas, no time limit, and no bouncing you back to the Demo screen after a certain amount of idle time. We want to see more like it.

HAVE YOU TRIED...
...hitting R3 on the Battle Sphere? The game calls this a "map," but it really just zooms way out within the game engine, which is just too freakin' cool.
...beating Maktar Resort? We recommend going right before you go left; that path is more cerebral and will give you time to collect bolts and buy some better weapons.
...winning the hovercar race? Yeah, good luck.

ESPN NHL HOCKEY

THE DETAILS:
Here's a surprise: Unlike most of the other sports demos we've had so far, *ESPN NHL Hockey* lets you choose from among all the NHL teams for this nice, long match. Even Pittsburgh.

HAVE YOU TRIED...
...getting into a fight? We got a couple guys to shove each other a little bit, but it never came to blows. See if you can do better by checking an opponent viciously and repeatedly.
...playing through an entire 20-minute period? What's with you hockey freaks and your obscenely long periods, not to mention seasons? Anyway, you only get one period in this demo, but that's plenty.

ROADKILL

THE DETAILS:
If *Twisted Metal: Black* and *Grand Theft Auto: Vice City* met in a dark alley, became fast friends, and went out for a midnight showing of *Mad Max*, something like this would be bound to happen.

HAVE YOU TRIED...
...switching your vehicle? Head to the southern edge of the map (or just get yourself killed) and you'll find the garage. Go inside and you'll be able to pick a nasty tricked-out truck.
...not destroying the boxes at the Pillstop? The first rule of Project Mayhem: Shoot everything that comes your way. Bodies and car husks will stay around; see how much carnage you can build up.

HULK

THE DETAILS:
Wow, think they could have been any stingier with the demo? You get to rage around one tiny area. Sure, it's cool how the ground fractures when you land and stuff, but we want more. Oh well.

HAVE YOU TRIED...
...throwing soldiers at other soldiers? If you line 'em up just right, it's almost like you're bowling. OK, maybe not, but watching bad guys flopping around in Hulk's grip is pretty hysterical.
...levitating? Jump and hold down the Attack button. The longer you hold it down, the more powerful the attack will be when Hulk crashes to the ground.
...breaking everything? HULK SMASH!!

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

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SPHINX
AND THE CURSED MUMMY™
TEEN
T
CONTENT RATED BY ESRB
Fantasy Violence
PlayStation®2
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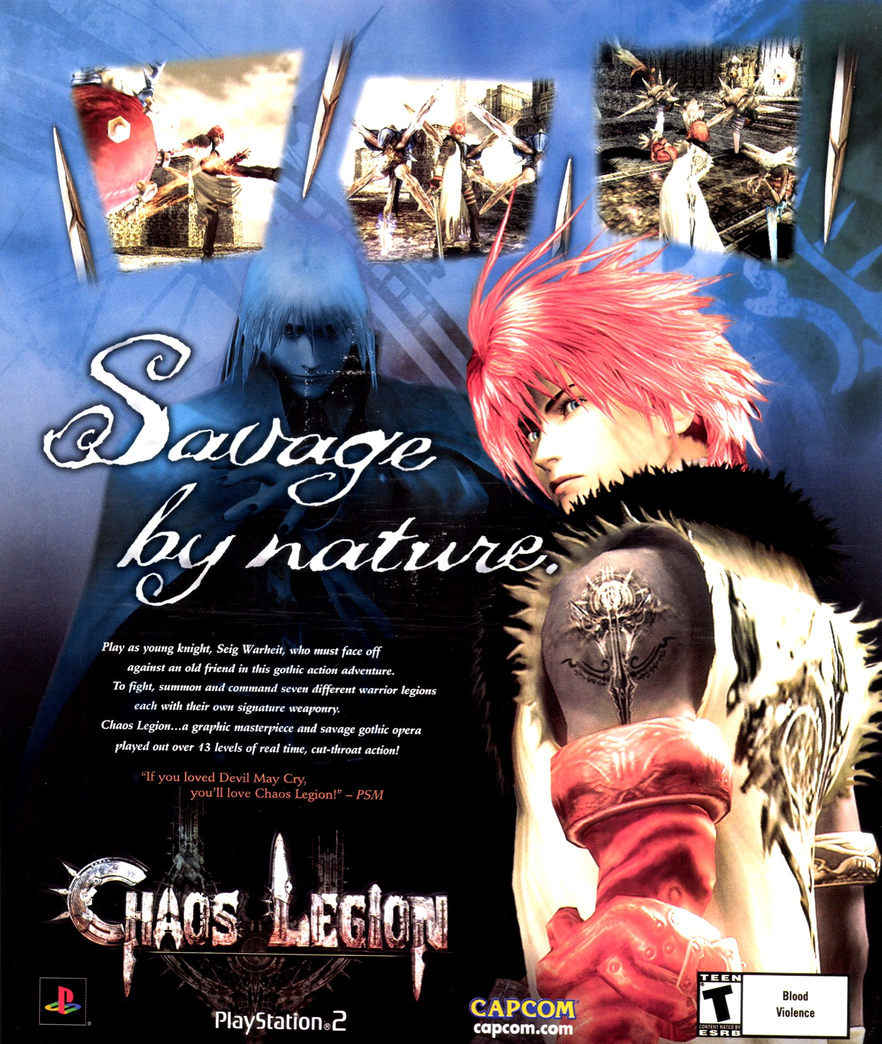
Savage by nature.
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PlayStation 2
CAPCOM
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TEEN
T
CONTENT RATED BY ESRB
Blood
Violence

Play as young knight, Seig Warheit, who must face off against an old friend in this gothic action adventure. To fight, summon and command seven different warrior legions each with their own signature weaponry. Chaos Legion…a graphic masterpiece and savage gothic opera played out over 13 levels of real time, cut-throat action!

"If you loved Devil May Cry, you'll love Chaos Legion!" – *PSM*

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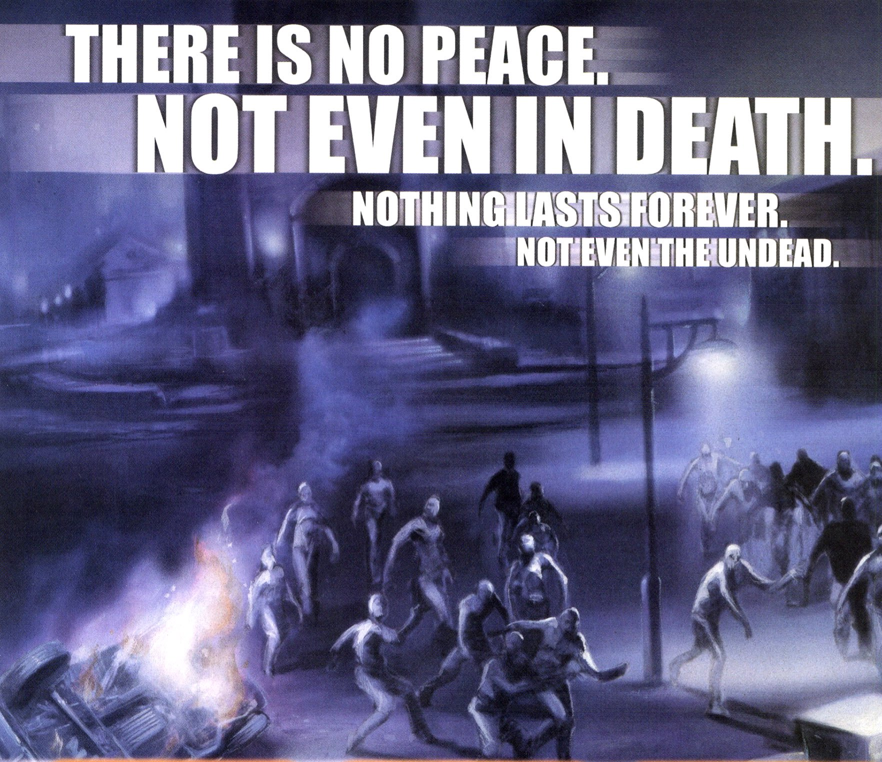
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NOT EVEN IN DEATH.
NOTHING LASTS FOREVER.
NOT EVEN THE UNDEAD.

Fully-loaded, two-fisted, double barrel action.
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Unique hub system allows you to choose just the
right Hunter and weapon to finish the job.

Some of your most powerful weapons
are not forged with steel.

MATURE
M
CONTENT RATED BY
ESRB

Blood and Gore
Strong Lyrics
Violence

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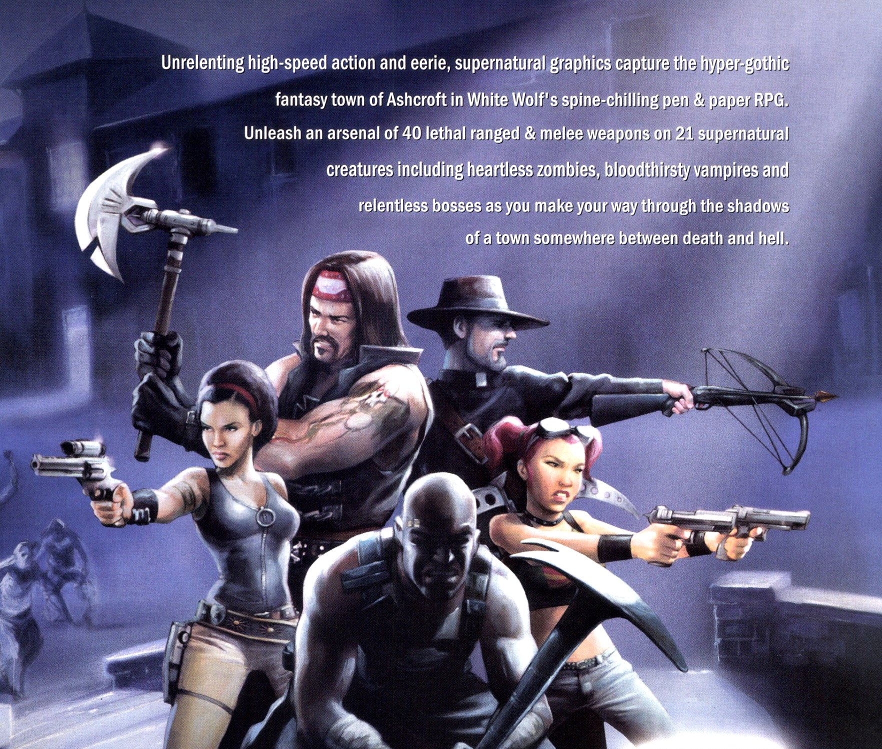

Unrelenting high-speed action and eerie, supernatural graphics capture the hyper-gothic fantasy town of Ashcroft in White Wolf's spine-chilling pen & paper RPG. Unleash an arsenal of 40 lethal ranged & melee weapons on 21 supernatural creatures including heartless zombies, bloodthirsty vampires and relentless bosses as you make your way through the shadows of a town somewhere between death and hell.

Intense multi-player action means at least you won't die alone.

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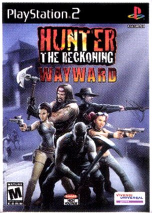

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PlayStation 2

INPUT

The sun also rises onto these letters.

12:1

Approximate ratio of letters disagreeing with Christina Grassold's stance that *OPM* is sexist to those who agree.

Official U.S. PlayStation Magazine
Soul Calibur II
Champions of Norrath
Beyond Good & Evil
Medal of Honor Rising Sun
Tomb Raider
Soul Calibur II
Silent Hill 3
Wolfenstein
Win! A trip for 2
Alias

As we suspected, the response to *Medal of Honor: Rising Sun* is overwhelmingly positive. "I really liked *Frontline*, but there's really something different about this one that gives it the greater edge," says Aric Kuehn. Most readers share that sentiment, but folks like Michael Charko remain skeptical: "It'll be just like *Frontline*–fun and all, but boring near the end."

Street Racer Hater

Someone's trying way too hard to be cool. You irresponsible, immature reprobates. Your street-racing article [based around the *Need for Speed Underground* cover story] on page 89 in Issue 71 was the most disgusting item ever in your publication (that includes Todd's *Chicken Run* outfit).

To give any coverage to street racers and any sort of credence of acceptability to their activities is just plain wrong. Street racers' way of thinking places sixth on the "Things Most Wrong With the World" list. Street racing takes place on *public roads* and endangers *innocent people's lives*. Around the country, animals, cars, and lives have been destroyed by these brain-dead racers many, many times. [These people are the type] who throw out quotes like "you got to live life, man" while having absolutely no idea what it means. Yes, these are the people who deserve free magazine coverage.

Derrick Bell
Federal Way, WA

You're right about one thing, Derrick. These people are irresponsible, selfish, and just all-around messed up. But they're also interesting, which is why we ran the piece. It's odd that during the course of your letter (even the edited-out bits), you never expressed any ill will toward movies like *Fast and the Furious* or games like *Underground*. We're pretty sure they do a better job of promoting this illegal activity than our 300 words of text.

CONTACT OPM

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415.547.8777

OPM Isn't Sexist!

Well, after reading Miss Christina Grassold's response to the sexism that *Official U.S. PlayStation Magazine* apparently promotes [last issue], I just had to say something on behalf of us women who have a regular subscription to this magazine—I find her use of the word "sexism" offensive.

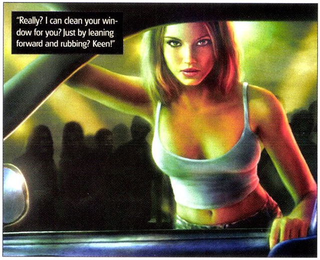
I do not feel that *OPM* has discriminated against women in any way. In fact, they *promote* us females as much as they do the males. Also, *OPM* has never pushed stereotypical social roles into this magazine. If anything, they promote a strong feminine character, which I personally enjoy. They aren't showing Lara Croft with a caption stating, "Shouldn't she be at home with the kids?"

Now, I may be only .0000001 of that 30 percent female population of gamers that Miss Grassold is supposedly trying to represent, but I feel I speak on behalf of the women I speak to at the *OPM* message boards when I say, "Please don't feel the need to speak on behalf of us—we have our own voices, and we will use them."

I apologize if I am just one of those women who enjoys seeing the latest fall and summer fashions that the women characters are wearing this year. I also apologize for working out, wearing makeup, and wearing clothes that flaunt it.

Sherry Snyder
St. Louis, MO

Everyone knows Lara shouldn't be at home with the kids—she should be baking cookies! Just kidding, Sherry. Thanks for the support. Your letter represents a flood of mail declaring Christina's accusations of sexism as unjust—much of it from women. Still, we did get a couple letters like this....



"Really? I can clean your window for you? Just by leaning forward and rubbing? Keen!"

OPM Is Sexist!

In the latest issue, an individual wrote in regarding the amount of sexist-related material in your magazine. You indicated that you only get limited comments of this sort. I think there are more of us than you realize, but it means we have to get off our seats and take the time to write you. [My family finds] the degree of sexism and at-times crude sex-related humor in your magazine has gone too far.

Jim Robertson
Address withheld

Well, James, apparently the folks you agree with are still too lazy to write. If you don't like it, don't read it. You won't offend us.

GAMERS ARE TALKING ABOUT

From message boards to printed page

OPM's monthly roundup of hot topics, gathered from the *OPM* message board at gamers.com.

MANHUNT SPECULATION

After reading online coverage of the game, Rockstar fans are already discussing the company's *Manhunt*. "It sounds interesting," says **homertrix_guy**. "A bit too dark for my liking, though...."

"Yet another reason for politicians, teachers, mothers, and clergy to build bonfires and cry for the youth of America," suggests **looksocool**. "Only from Rockstar!"

"They should really think about changing the name," **Ocelot1138** comments. "Everybody is going to be calling it *Manhunter*. It's *Manhunt*. Anywho, I think this game will be great, dark, graphic, and twisted."

KevinKorrupt, on the other hand, chimes in with this cynical remark: "Watch it be a *State of Emergency* with stealth."

We shall see....

I SPY EYE TOY

Our intrepid message boarders are also discussing the Eye Toy, our surprise new fave (check out the preview on page 84).

"I personally think this is a waste of Sony's talented staff," **SpideyBuddy** smirks. "Oh, wow. I can punch a fake ninja. I can clean bird droppings off a car window. Yep, Sony's got a real award-winner here."

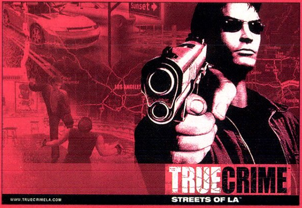
"While the games right now may not be something to whoop and holler about, I think this will make for a *very* awesome peripheral," counters **Liquideagle**, whose optimism was shared by fellow boarders **Mister_Mosquito** and **homertrix_guy**. Both expressed variations of "it sounds cool."

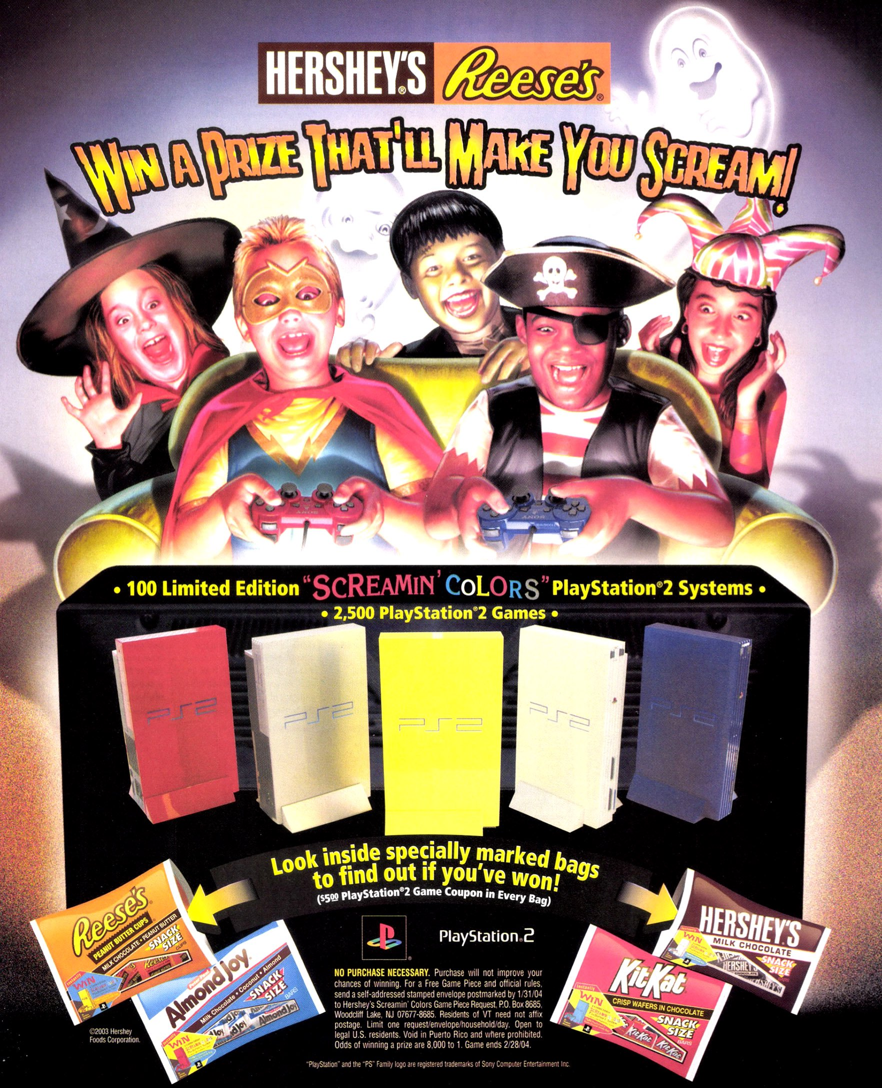
TRUE CRIME

With no *Grand Theft Auto* in sight, talk has turned to *True Crime*. "Activision is just trying to make big $$$ by making a free-roaming-killing/car-stealing/organized-crime game like *The Getaway* and, of course, *GTA3* and *Vice City*," **sumgeek** bemoans.

"I was expecting to be wowed by this game," **C_strife97** says, "but I felt extremely unimpressed after watching it. It was a little below average visually, and the action scenes didn't really impress. More than anything, I think the whole bullet-time stuff is so played out, it's not even funny."

StealthMantis remains optimistic: "You all neglected to mention the fact the *OPM* trailer is narrated by Christopher Walken...I mean, it automatically gets cool points just for that. A lot of people (well, the public, not the press) seem to be down on this game, and while I don't fault anybody's skepticism, I think this game is really going to surprise a lot of people and be a really solid title. That's my prediction, anyway."

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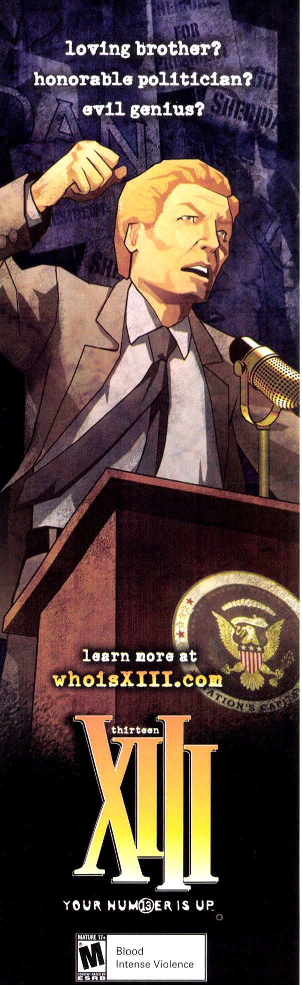

Blood
Intense Violence

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INPUT

Moore letters.

www.lacrosse.org
Official U.S. Lacrosse site. If you can't play a lacrosse videogame, try the real thing!

QUICK HITS

ATTENTION TO DETAIL
When does it go on sale? Please, I need to know when it will be available on sale.
Carlos Cardenas
address withheld

Wait a second. What exactly is "it"? We can only assume you're referring to *Little House on the Prairie Christmas* on DVD. That's coming on October 7.

PEOPLE CARE ABOUT THIS GAME?
Any current news regarding *Four Horsemen of the Apocalypse* since 3DO file Chapter 11?
Kevin W. Kearns
address withheld

Nope. Darn.

WUSS
***Silent Hill 3* looks scary. Too scary. They shouldn't make games that scary, because I could get scared too easily.**
Snitz
amazingsnitz@hotmail.com

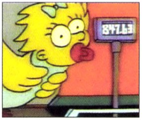
THE HEARTBREAK KENNEDY
I'd like to say that (don't laugh!) Sam Kennedy is hot. And um, so is Todd (too bad he's gone).
Stella Caraway
address withheld

Alas, Stella, this is Sam's final issue, too. But just wait till you meet Scooter! What a hunk!

Maggie Simpson: NRA Supporter

I've found in the new September issue what I see as a misprint. On page 96, the *Simpsons: Hit & Run* topper says the register reads $847.63 when Maggie is scanned. But the "138th Episode Spectacular" of *The Simpsons* said the register says "NRA4EVER." Just thought that I might bring that to someone's attention.

Eric
roce96@yahoo.com



Yep, Troy McClure does tell us that in that episode—but he's lying! If you pause an actual episode, you'll see that Maggie *is* actually worth $847.63. The writers obviously changed it as a stab at the NRA. Speaking of which....

No Moore, Please

Your review on the so-called "documentary" *Bowling for Columbine* was one of the most infuriating reviews I ever read. How could a reviewer give a movie that violated the standards set by the Academy Awards four out of five stars?

You also stated, "Conservatives absolutely, positively hate documentary filmmaker Michael Moore, primarily because he's like them: He's not real interested in being fair on the way to making his point." Yeah, and I suppose the person who reviewed *Bowling* could give me the name of a liberal who is fair in making a point.

Bowling is fiction. *Bowling* is deliberately, seriously, and consistently deceptive. The speeches in that movie were heavily edited, facts were invented, and interviews were staged. OK, that's all I have to say. Your magazine is outstanding and I can't wait till I get the next copy of *OPM* in my mailbox.

Thomas Raborg
tjr04@attglobal.net

We'll let our reviewer, John Scalzi, handle this one: "Come now. Michael Moore is at least as truthful and incisive as Ann Coulter. And looks more 'interesting' in a miniskirt. As for giving it four stars: I'll stand by it. My job isn't to fact check the filmmaker; my job is to react to what's onscreen. What's onscreen is funny, biting, impassioned, and occasionally infuriating (especially if you don't like Moore). It's good cinema whether you believe it's a good documentary or not."

Where's the Lacrosse?

I urge the developers of such sports classics as *Madden NFL 2004* and *NBA 2K3* to make a lacrosse videogame. It is the fastest-growing sport in college and arguably in high school as well. As a teenage gamer with a library of games that covers every genre, I am disappointed that no one has seen this as an investment opportunity. In Issue 72, you said it yourself, *OPM*, that 65 percent of college students are regular or occasional gamers. Get actual lacrosse players to test the game and provide quality assurance. If you build it, they will come!

Ricardo Whittaker
raw900@hotmail.com

Well, there is that *Blast Lacrosse* game for PS1—the only game to represent the sport on any console *ever*. That is more arcadey, though, than the sim it sounds like you're after. And besides, it's mediocre at best. Who knows, though? EA just released *Rugby 2004* in America. If that can be released, anything can!

We Were Wrong

I was thumbing through the most recent issue of *OPM* when I came across the letters titled "Zapped" and "Zapped Again." I would just like to say it's a sad state of affairs when in this day and age people would actually think that they could fix a CD or DVD by putting it in the microwave. Everybody knows you should boil it in oil at 350 degrees for five minutes.

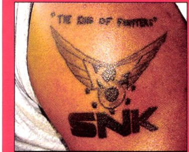
David Ricci
davemcp98@yahoo.com

So that's the problem! Our apologies to anyone we may have led astray. Anyway, once you've finished dipping your game into the boiling oil, try drinking it for a tasty treat. It's also great on sore throats!

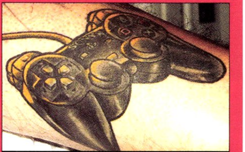
TATTOOS OF THE MONTH

Dual shocker

We keep asking you for your game-related tattoos...and you keep sending 'em! Special thanks to Timothy Wells of Sierra Vista, AZ, and Greg "Grease" Lehman of St. Paul, MN, for this month's submissions.



"One day I might put *Street Fighter* on my other arm just to have a Capcom vs. SNK rivalry," says *King of Fighters* fanatic Timothy Wells.



Grease owns his own tattoo shop (tattoosfromgrease.com) and has had a Dual Shock 2 branded onto him for about six months now. Let's hope Sony never changes its controller!

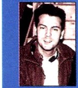
REMEMBER WHEN...?
Tecmo compiled the first three NES *Ninja Gaidens* in *Ninja Gaiden Trilogy* for Super NES.

ASK US ANYTHING!

From models to model numbers

LOVE FOR HAYTER

Q. I was wondering if you guys could put a picture of the voice actor who plays Solid Snake in the *Metal Gear Solid* games in your next magazine. I've always been curious to see the man behind the legendary voice.
Jason
Jason17x@aol.com



A. The voice actor is David Hayter, who's also become quite the Hollywood blockbuster writer these days—he's contributed to both *X-Men* scripts, wrote *The Scorpion King*'s screenplay, and will even write and direct an adaptation of Alan Moore's classic *Watchmen* comic. He's even starred in a movie—the god-awful *Guyver 2*. Anyway, here's his pic. Isn't he dreamy?

THE SLUS AND THE SCUS

Q. So, I'm staring at my copy of *Final Fantasy X* when I look down by the DVD-ROM logo. Just above it, there is a chain of numbers and letters: SLUS 20312. I picked up *Sly Cooper* and looked in the same spot. It says: SCUS 97198. My question is, what do these numbers mean? Also, why do they differ from disc to disc?
Thomas Haislip
via the Internet

A. We could be wrong, but we think they're the code numbers for storage boxes that are located in the filing room five floors under the Pentagon in which the evidence that DVD technology actually originates from the 1947 Roswell crash site lies. If you visit every storage box in order of every DVD ever made, it leads you to the room in which the original flying saucer is stored. Or maybe the numbers are just Sony's way of internally tracking games released for PS2. One or the other.

STERLING MODEL

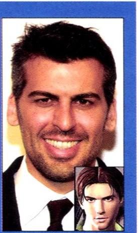
Q. Who is that girl in your July 2003 issue in Input under the heading "More Scantily Clad Please"? She is quite possibly the most beautiful girl I have ever seen in my entire life. This is not a lie.
Patrick Ryan
pryan171@hotmail.com

A. We believe you, Patrick. Her name is Rachel Sterling. You may have also seen her as a Juggie on *The Man Show*...or even as a Midway cheerleader on page 34 of the August issue. You want to see another picture of her, don't you? OK. We'll oblige.

SEEING REDFIELD?

Q. I heard this rumor that in the next *Resident Evil* movie, called *Resident Evil: Apocalypse*, Claire Redfield and other characters from the games will actually be in it. I also heard that my favorite actress, Emily Bergl, will play Claire. I was wondering if this is true.
Derek N.
Xtremen69@hotmail.com

A. Part of it is true...part of it *may* be true. As of press time, the only game characters we know of who will join the first film's Alice (played by Milla Jovovich) and Matt (Eric Mabius) are Jill Valentine (Sienna Guillory) and Carlos Olivera (Oded Fehr). Dr. Ashford (Jared Harris) is probably related to the Ashfords of *Code: Veronica*, as well. We have read some rumors on the Web that back up what you've heard about Claire, Derek. Perhaps she'll appear in a cameo?



RESIDENT EVIL: APOCALYPSE
Familiar faces
Clockwise from upper left: Sienna Guillory plays Jill Valentine and Oded Fehr is Carlos Olivera. Is Emily Bergl as Claire Redfield just a rumor?

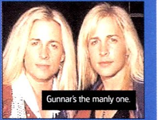
SNEAKING BY US

Q. I need to know if *Ninja Gaiden* will come out for PS2 sometime after it comes out for Xbox. Will it be an Xbox-only game?
N1NjagAl6637@hotmail.com

A. You never know if Tecmo may surprise us, but right now it looks like the chances of seeing Ryu Hayabusa do his ninja thing on PS2 is next to zilch. Sucks, huh?

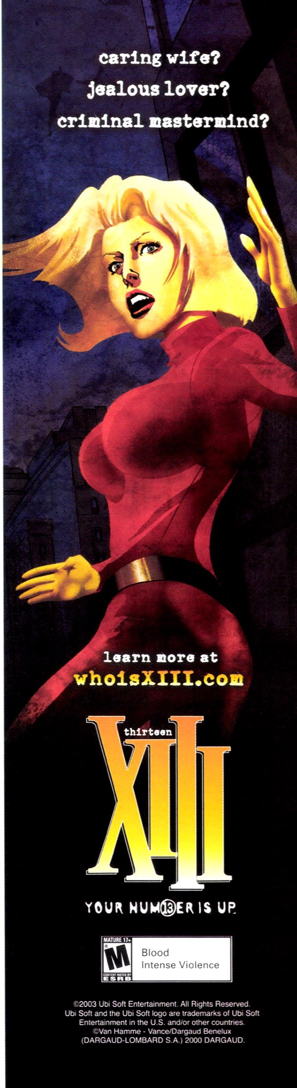
GUNNERS

Q. I was looking through the Replay section of last month's *OPM* when I saw a PS1 game called *Trap Gunner*. Then when I saw the publisher, Atlus, I immediately thought of *Sky Gunner*, which was also published by Atlus. I liked *Sky Gunner*, so I was wondering if the two games were related or if it was pure coincidence?
Eric Jones
EJ19ninety@aol.com



Gunnar's the manly one.

A. Nope. Unlike *Sky Gunner*, *Trap Gunner* is more of a *Spy vs. Spy*–type game that revolves around catching your enemy with traps—not a shooter at all. The two are as related to one another as much as they are to Gunnar Nelson of "crappy early '90s music" fame.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M
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Blood
Intense Violence

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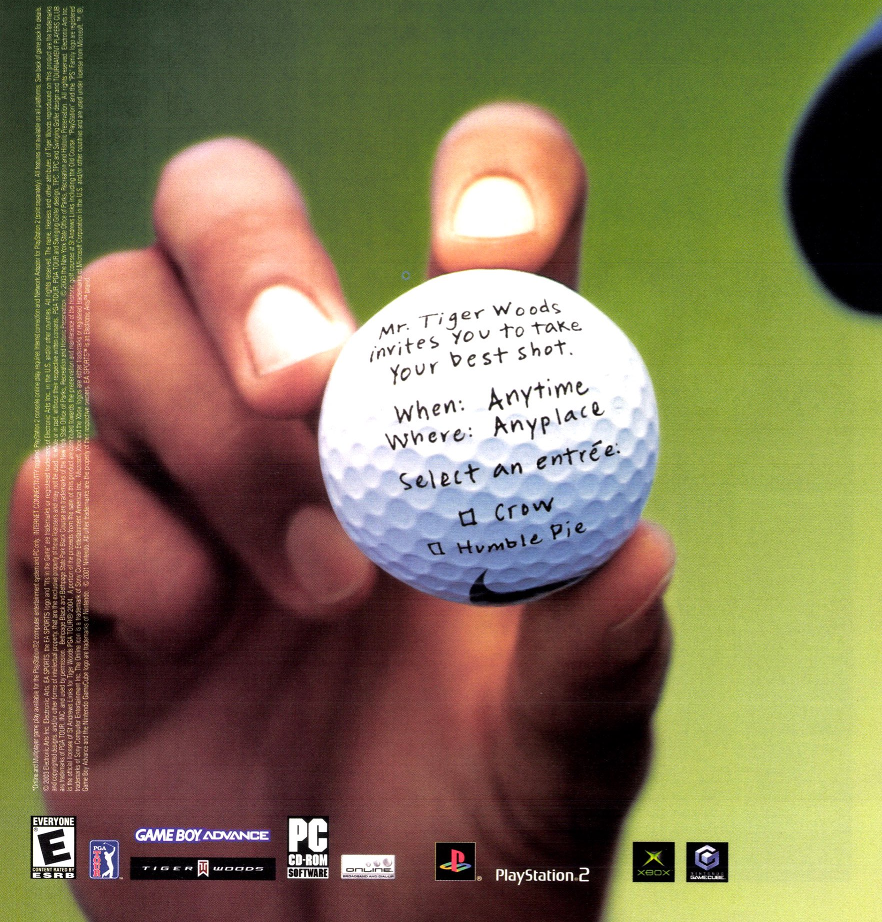
EA SPORTS

It's in the Game.

It's time to leave your pitch and putt world to match your skills against the best golfer in the real deal, the PGA TOUR. So bring your game and a healthy appetite 'cause Tiger's gonna be serving up course after course of humiliation. And for dessert, tee up online* against other hook-and-slicers from across the country. Please RSVP at TigerWoods2004.com or AOL Keyword: Tiger Woods PGA TOUR 2004.

Create the ultimate golfer. Customize their appearance and dress them up – so Tiger can dress them down.



*Online and Multiplayer game play available for the PlayStation®2 computer entertainment system and PC only. INTERNET CONNECTIVITY required. PlayStation 2 console online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). All features not available on all platforms. See back of game pack for details.
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PGA TOUR

GAME BOY ADVANCE

TIGER WOODS

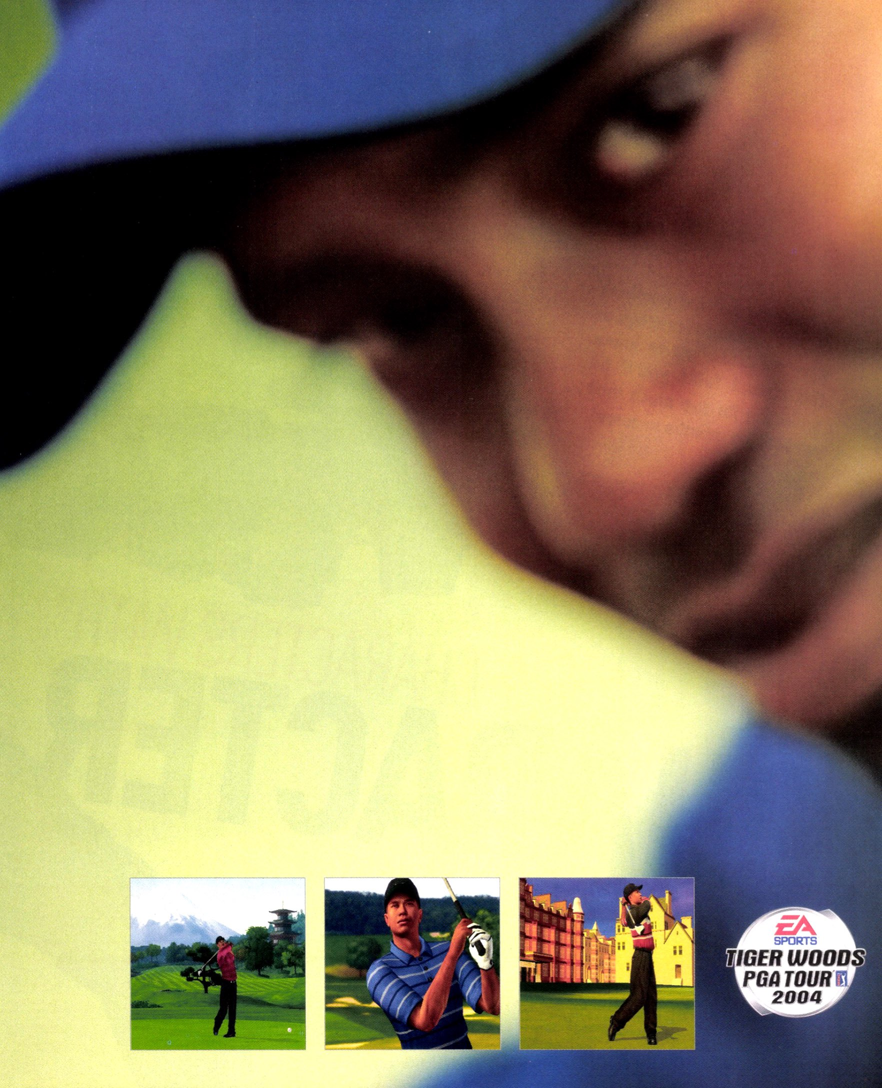
PC CD-ROM SOFTWARE

online
BROADBAND AND DIAL-UP

PlayStation 2

XBOX

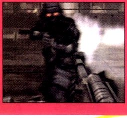
NINTENDO GAMECUBE

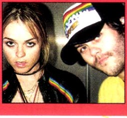

EA SPORTS
TIGER WOODS
PGA TOUR
2004

CHARACTERS WITH CHARACTER

OPM's annual list of the hottest heroes and heroines on PS2. From old standbys to new creations, get to know the virtual folks you'll be spending far too much time with in the months to come.

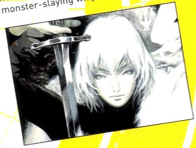
36
RATCHET
A commanding return
For Clank and his pal


46
KILLZONE
Finally, a Halo killer
Take that, Xbox!


48
BOOMKAT
PlayStation rock
Thanks to Music Generator

Leon, Castlevania: Lament of Innocence

Ever wonder about the first Belmont to have the balls to take on Dracula? Look no further than Leon. Back in the 11th century, this ancestor of Simon, Richter, and many other brave souls gave up his noble blade (and title) in favor of a monster-slaying whip—all to save a gal.



People of Vana'diel, Final Fantasy XI

From the tiny, cuddly wuddly Tarutarus to the hulking Galkans, from the allurrring Mithras to the aloof Elvaans, the different races of *Final Fantasy XI* add a level of depth and character never before seen in a massively multiplayer RPG.

Nova
StarCraft: Ghost

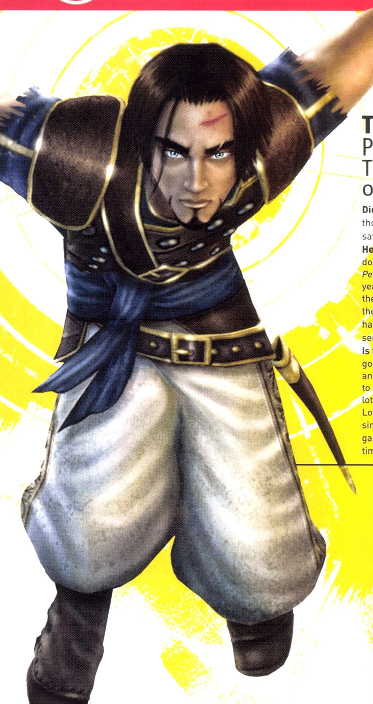
Just a Snake/Sam Fisher wannabe? You might think that Nova is just Sam Fisher or Solid Snake with breasts, but her array of toys goes way beyond those two. Not only is Nova psionic and able to cloak, but she can also call on battle cruisers and siege tanks to rain pure death on to the battlefield.

Cool gadgets, but is she a bimbo? Well, she won't wax poetic about nuclear proliferation (hear that, Monsieur Snake?), but she's not just silent eye candy, either. Blizzard injects real humor, personality, and, dare we say, pathos into its characters. There's gonna be a great story in between the alien-killin'.

She kills aliens? Nova is skilled enough to take out humans *and* slimy aliens. So while Sam deals with people and Snake fends off nuclear robots and clones of himself, Nova can demolish both fellas and still fight telepathic aliens.

HALL OF SHAME: MACE GRIFFIN

Even voice work from the intense Henry Rollins couldn't prevent Mace from being a cookie-cutter FPS hero.

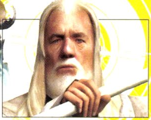


The Prince, Prince of Persia: The Sands of Time

Didn't he sing "1999"? No, though 1999 was the first time we saw The Prince in 3D.

He looks good for his age! He sure does, considering the first *Prince of Persia* came out in the '80s. This year's *The Sands of Time* has kept the mix of puzzle and action—and the spectacular animation—that has been the trademark of the series all along.

Is this another *Ico*? Yes and no. The gorgeous visual style, animation, and architecture definitely bring *Ico* to mind, but there's expected to be lots more action in *Sands of Time*. Lots more everything, actually, since early estimates suggest the game will be about three or four times as long as *Ico*.

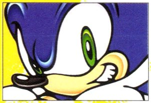


Gandalf, LOTR: The Return of the King

As if packing a sword like Glamdring the Foe Hammer didn't make him powerful enough, Gandalf also has magic at his disposal. Trust us, you wouldn't wanna be the unlucky orc at the receiving end of one of his devastating lightning spells.

You, Tony Hawk's Underground

We don't know what this character looks like—but you do. He's You, after all. Just e-mail a digital photo to developer Neversoft and wait for a response within hours. Presto! You are the star of *THUG*! This is Your chance to make it as a pro skater. Don't blow it, kid.

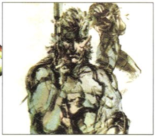


Sonic, Sonic Heroes

Sonic may have spent his summer as a McDonald's Happy Meal, but he's still one of the most successful videogame characters of all time. In his new game, you play as just about every character that's ever appeared in the series. Grouped into teams of three, you all work together to save the day.

Jak, Jak II

How do you turn a lifeless drone into a winning personality? Imprison him and torture him for a few years, just for kicks. That's the story behind Jak's Jekyll-like transformation in *Jak II*, finally giving him enough personality to step out of the shadow of his diminutive yet boisterous sidekick, Daxter.

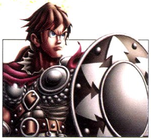


Big Boss, Metal Gear Solid 3: Snake Eater

Snake Eater is set in the '60s, which means that even though this looks like Snake, it isn't. Although, in a weird way, it is. See, Solid Snake and his brothers, Solidus and Liquid, are all clones. Hence, there needs to be a "daddy." In other words, Big Boss.

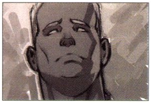
Nick Kang, True Crime

He can easily stand up to, and take down, Tommy Vercetti. After being kicked off the force for, well, "excessive force," Kang uses his badass shooting/driving/martial arts skills, and an assignment to LAPD's Elite Operations Division, to take down an entire Russian/Chinese cartel. Cops can be just as cool as the criminals they chase.



Maximo, Maximo vs. Army of Zin

Maximo's always been a man of few words—his actions say it all. Set eight months after his first adventure, Maxie's quest to save his beloved (and huge-breasted) Sofia anchors his crusade against the dreaded Army of Zin. Along the way, he saves countless civilians. Just as a true hero should.

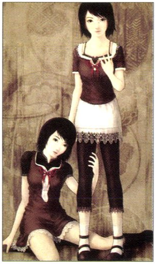


Joe Griffin, Medal of Honor: Rising Sun

Medal of Honor spawns another hero, this time a young guy whose story begins at Pearl Harbor. Whereas previous *Medal* stars have been superspies and secret agents, Joe is just another grunt caught up in the action. His heroism is more like that seen in those war movies your granddad made you watch.

Voldo, Soul Calibur II

We could've picked any of the characters from *SC2*, but we chose Voldo because he's John's favorite. And John's the boss. Bizarre? Yep. Voldo's blind. He's creepy. And he has some of the oddest moves you've ever seen in a brawler. Some of them, like the crotch bounce, are disturbing enough to genuinely freak out your opponent.



Mio and Mayu, Fatal Frame: The Crimson Butterfly

You control one of these twins in *The Crimson Butterfly*, but you have to keep a sharp eye on your sister, since she's prone to wandering. As the game progresses, she becomes more and more unhinged...and you'll start to wonder whether you're both on the same side.

JAKE**WINDHAM**
MIKE BLABAC PHOTO. RENO, NV.
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SPIN

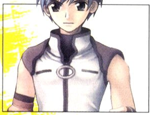
Characters with character.

HALL OF SHAME: NEVIN

We could mock him for so many reasons, but really—the name says it all.

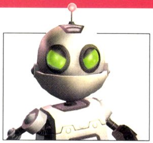
Paine, Final Fantasy X-2

She's a very kinky girl... Rikku? Too flighty and flirty. Yuna? A total space cadet. But Paine is different. The newest star of *Final Fantasy X-2* is charged with the tough task of keeping the trio of lovely *Fantasy* ladies in line. **The kind you don't bring home to mother...** Don't expect Paine to mince words. Her all-business approach is the perfect antidote to the yackity-yack antics of her costars. **She's a superfreak! She's really freaky!** Still miss Lulu? Get over it! She's preggers, thanks to Wakka. And Paine will do a fine job replacing Lulu in all your S&M fantasies, you sick puppy, you.



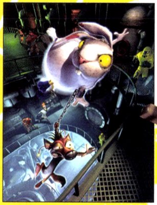
Fate Linegod, Star Ocean: Till the End of Time

With a name like that, you don't have a choice—you're destined to save the world. Whether Fate will emerge as a stylish character for the ages remains to be seen, but we're confident that his game will carry him to superstardom.



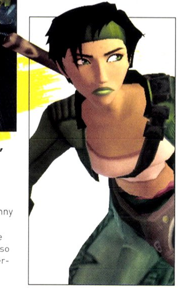
Clank, Ratchet & Clank: Going Commando

Ratchet might get first billing, but Clank is the real star. In *Going Commando*, Clank once again provides the moral compass, the compassion, and the brains for the duo. Best yet? Giant Clank is back and more destructive than ever!



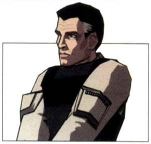
Spanx and Redmond, Whiplash

These lab animals have had enough! Chained together in a reluctant alliance, the weasel Spanx uses the blue-footed bunny attached to him as a macelike weapon. But Redmond can take it—he's been experimented on so much that he's practically impervious to pain!



Jade, Beyond Good & Evil

Tired of all the pneumatically enhanced heroines who bounce and flounce when they should be trouncing and pouncing? Jade is as real as it gets—a tough-acting but softhearted investigative reporter who gets caught up in a world-threatening conspiracy. We also love Pey'j, her pig of a sidekick.



XIII, XIII

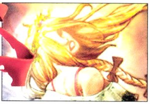
A beach-washed amnesiac with "XIII" tattooed on his neck, this cel-shaded star is on a mission to unravel his role in a mysterious conspiracy. And in a move perfect for conspiracy stories, Ubi Soft has signed David Duchovny to voice XIII himself. Other stars include Adam West and Eve.

Kite, .hack series

The centerpiece for a massive, mind-bending adventure in a meta world-within-a-world, Kite shines because he's so perfectly unassuming. He's your all-around nice guy, often overlooked and underestimated, but he still steps up to help his friends whenever they need him. The perfect pal.

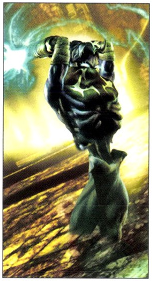
Ninja, I-Ninja

Fact: Ninjas rock. Want proof? Just check out *I-Ninja*. He may be too cute for his own good, but Ninja still slices, dices, and kicks major ass with tons of style. Being a ninja hasn't been this purely fun in a long time. Get to know Ninja, because *I-Ninja* already has killer franchise written all over it.



Ursula, Gladius

What do you do when you're tired of living a sheltered life as the barbarian princess of Nordagh? You sneak away to live the adventurous life of a gladiator! Of course, Ursula's mysterious magical powers can only help her as she sets out to tackle much more than she bargained for.



Raziel, Legacy of Kain: Defiance

Historically, Raziel and his sucker pal, Kain, have been of interest mainly to goths and other fans of horribly overwrought dialogue. But with *Defiance*, the *Legacy of Kain* series is getting a sleeker, more stylish, more action-oriented (and much-needed) overhaul.

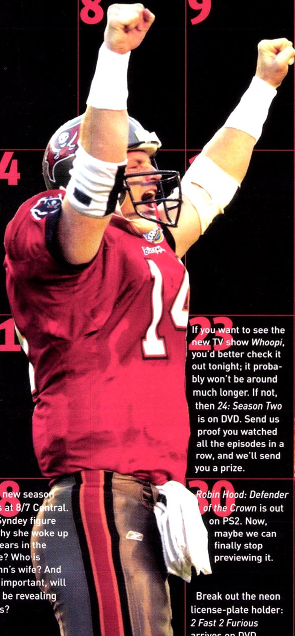
0740 HOURS
DECEMBER 7, 1941

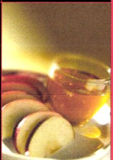
Yo!
Yao!
Shut up!

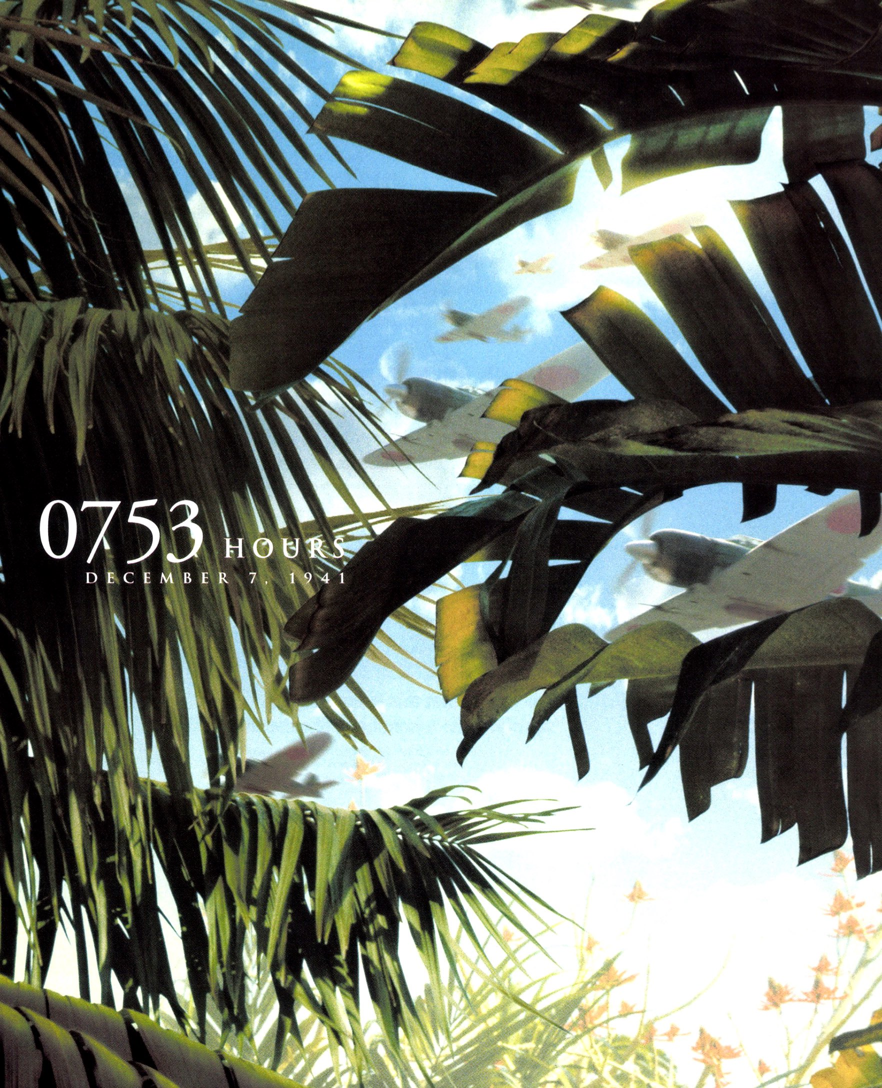
www.freshsensation.com/samorost.swf
Save some cash for those November releases by amusing yourself with this bizarre yet oddly compelling Flash game.

DATEBOOK

SEPTEMBER 2K3



SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Do-si-do and allemande left. It's **International Square Dancing Month.** 	1 In America, it's **Labor Day.** In Canada, it's Labour Day.	2 *ESPN NFL Football* comes out today. Too bad everyone already bought *Madden*. *Alias: Season One* is on DVD. If you haven't seen it, you should rent it before the show's season premiere later this month. You'll thank us.	3 **Beyoncé** turns the nice age of 22. **Uncle Sam** is 190. They are both Bootylicious. 	4 The NFL season begins today with the New York Jets battling the Washington Redskins.	5 Today is **Be Late for Something Day**. 	6 Today is **Fight Procrastination Day**. Do you get the feeling that whoever makes up these holidays likes screwing with our minds?
7	8	9	10 *Risk*, *Corvette*, *Reel Fishing III*, *Wallace & Gromit in Project Zoo*, *Starsky & Hutch*, *Lethal Skies II*, *ESPN NHL Hockey*, and *Rugby 2004* are all due out on PS2. Don't get too excited.	11	12 **Yao Ming** turns 23 today. Hopefully, that horribly absurd Visa commercial ("Yo." "Yao.") will be off the air by now.	13
14			17 Now you can be excited. *MTV's Celebrity Deathmatch*, *Ice Nine*, *DDRMAX2*, *Freedom Fighters*, *The Simpsons Hit & Run*, *Warhammer 40,000*, and *NASCAR Thunder 2004* are out. Aren't you glad you didn't waste money last week?	18 A show called *Threat Matrix* premieres on ABC tonight. Did they just pick buzzwords out of a hat to come up with this name? *Survivor 7* also starts. We hope this one breaks the trend of bad casts on odd-numbered seasons.	19 Goth fans everywhere will be seeing *Underworld* starring the delectable **Kate Beckinsale**.	
21		23 If you want to see the new TV show *Whoopi*, you'd better check it out tonight; it probably won't be around much longer. If not, then *24: Season Two* is on DVD. Send us proof you watched all the episodes in a row, and we'll send you a prize.	24 	25 Tomorrow you should go see *The Rundown* starring **The Rock, Seann William Scott,** and **Christopher Walken.** 	26 **Rosh Hashanah** (Jewish New Year) begins at sundown. A popular tradition during this festive holiday is eating apples dipped in honey, a symbol of one's wish for a sweet New Year.	27 *OPM*'s own **Chris Baker** would have a great birthday if fellow birthdayers **Avril Lavigne**, **Stephan Jenkins** (Third Eye Blind), and **Meat Loaf** rocked out for him. But **Wilford Brimley** would probably call the police on them all.
28 *Alias*' new season starts at 8/7 Central. Will Syndey figure out why she woke up two years in the future? Who is Vaughn's wife? And most important, will there be revealing outfits?		30 *Robin Hood: Defender of the Crown* is out on PS2. Now, maybe we can finally stop previewing it. Break out the neon license-plate holder: *2 Fast 2 Furious* arrives on DVD.				



0753 HOURS

DECEMBER 7, 1941

30 mil. The number of PSPs financial firm Wedbush expects Sony to sell by the end of 2005.

She's Almost Here. Really! After countless delays, Agetec has finally been given the OK to release *Space Channel 5: Special Edition* here this fall. The best news? The package contains both the original game and its sequel and will retail for $30!

THE INSIDER

KISS

I have those letters on my whiteboard, large and in red ink.

No, I'm not a huge fan of the band, and I'm certainly not suggesting anything to the people who enter my office. Those letters are just sitting there as a reminder.

Working on the gameplay aspects of a game is easily the hardest part of the process. This is the time when the black and white of normal production fades into shades of gray. Want a character to jump? It's just a matter of time to program that feature in. Need to add a new level? Simple: Artists work with designers to get that done. But to make the gameplay enjoyable? Well, that's where things get complex.

The thing is, it's easy to come up with fun ideas—almost too easy. Just check out your local game store; there are dozens (if not hundreds) of examples of fun experiences all around—and it's natural to think that adding in as many of these concepts as possible would make our current game better. Or would they?

In some ways, making the perfect game seems like a simple equation: Take a camera like the one in *Ratchet & Clank*, sprinkle in some *Zelda*-like puzzle elements, include *Grand Theft Auto*'s sense of freedom, add *Rez*'s interactive music style, mix all of this together with your original game property, and bam! Best. Game. Ever.

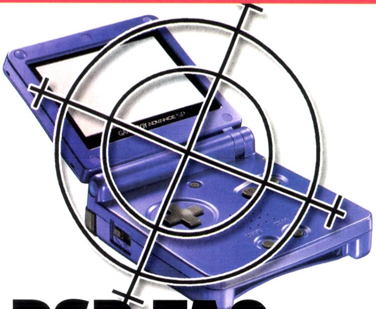
Unfortunately, it doesn't work that way, and for good reason. *Splinter Cell*, for example, wouldn't be 10 times better if Sam could jack cars and summon magical guardians and dance to the latest beats.

Look at it this way: Good games are often simple. They take one or two great ideas and maximize them to their potential before adding the fluff. *Metal Gear Solid*, if you strip away the theatrics, has a very basic shooting core—but a solid one. *Jak and Daxter*, even if all the color and character were to be lost, is essentially a platformer that just feels right. Even *GTA*, when you get down to it, is about driving and shooting, and it's simple to do both.

So instead of adding cool ideas, it's about perfecting what you already have. It's more important to have a few fun core elements than a bunch of random ideas, no matter how superkeen those ideas might be.

But it's still not a simple act. There are so many good ideas out there right now, and I have to keep reminding myself that perfecting concepts rather than introducing new ones is better in the long run. And at times like these, I just look up at my board and repeat the mantra: Keep It Simple, Stupid. Which is good advice.

Ryan Lockhart (rlockhart@sevenstudios) has been thinking about erasing his reminder lately. His "funny" workmates over at 7 Studios keep adding questionable words to it.



PSP FAQ

We examine the insides of Sony's incredible "Walkman of the 21st Century"

Sony's announcement of detailed specs on its PSP handheld included a lot of big numbers. More important than the numbers, though, are the answers we can draw from them, and the questions raised in turn. What do we know now, and what are we waiting to learn?

First, the answers:

It's a 32-bit system. The heart of the PSP is a pair of 32-bit processors, a CPU and a "Media Engine." The CPU's vector units can perform 2.6 gigaflops. Wow! Er, what's a gigaflop? It's a billion floating point operations a second. In short, it can do math very quickly, which means it can process polygons, A.I. and game logic faster than you can. That's more than 10 times the speed of a PS1, so don't think that this is old tech squished into a handheld, like the GBA.

Don't think that this is just old tech squished into a handheld, like the GBA.

It plays real 3D games. The PSP's two graphics processors have a quoted capability of 33 million polygons per second (half what the PS2 can supposedly do) and hardware support for curved-surface techniques. On a 480x272 screen, that translates to quality 3D graphics, likely bettering the original PlayStation.

It plays movies. Sony is supporting the H.264 video codec, promising two hours of DVD-quality video on one UMD (Universal Media Disc). Combined with the announcement of copyright controls, content controls, and a region lockout, that means Sony will definitely try to package movies as well as games on UMDs.

It supports surround sound. 7.1 channels worth, which dovetails neatly with Sony's plans for playing movies on the PSP. If you're a freak with seven ears, it's going to sound great on headphones.

It needs no link cable. With 802.11 wireless LAN support, PSPs can link together just by sitting near each other. It's not yet clear which standard it adheres to, but chances are, it'll be properly Wi-Fi compliant, so you can get online at Wi-Fi hotspots.

It controls like a PlayStation. The interface will consist of one analog stick, four face buttons, start and select buttons, and two shoulder buttons.

And then, there are the questions:

How long will batteries last? The PSP's processors have variable clock speeds, so they can slow down to conserve power. Still, combining five processors with an optical disc drive will drink up a lot of juice.

How much will it cost? Sony has made rumblings about aggressive pricing, and producing the PSP's chips in-house at its new production facilities will also cut manufacturing costs, but this still sounds like a lot of power to fit in an affordable package. Speculation so far suggests something under $250, which is aggressive next to new handhelds like the TapWave Zodiac and the N-Gage.

More answers—and perhaps more questions—are scheduled for next year. Sony plans to show the finished PSP hardware at E3 2004 and the first games at the Tokyo Game Show. The system will then ship worldwide in time for Christmas 2004.

DATA STREAM

Future Missions

Square has revealed that three new *Front Mission* games are in development: *Front Mission 1st* (above), a PS1 remake of the original game, and two yet-to-be-revealed PS2 titles, one of which is played online.

Snake Is Back!!

That other Snake, at least. Namco is working on a line of games based on the *Escape from New York* movie series that starred Kurt Russell as the badass Snake Plissken.

Quite Smashing

Smash TV, Rampage, Spy Hunter, Gauntlet, Robotron 2084, and several other arcade classics (more than 20 in all) are to be included in *Midway Arcade Treasures*. Look for it this November.

Sole Food

Having pretty much exhausted the whole happy, nonviolent underwater mammal thing with the *Ecco the Dolphin* series, Appaloosa is pulling a complete 180 and developing a man-eating-shark sim called *Sole Predator*. Look for it sometime next year.

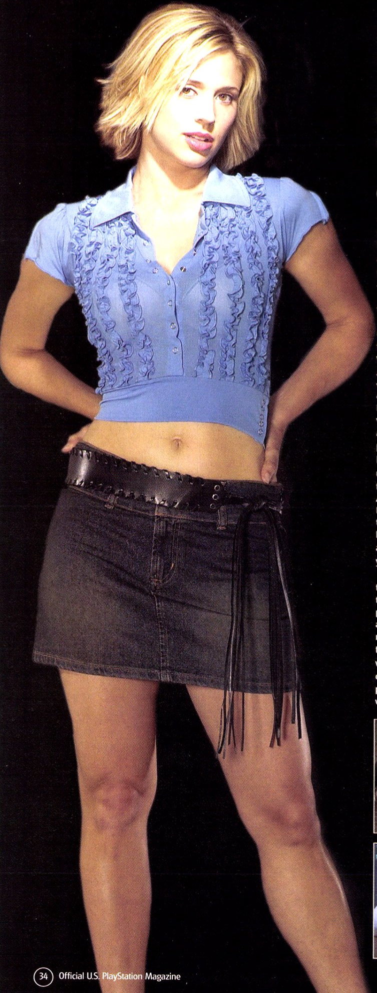
Illustration by Greg White

0755 HOURS

DECEMBER 7, 1941

Talk to me, Rio.

DID YOU KNOW?
She Spies is one of Chris Baker's "guilty pleasures."



LIFELINE

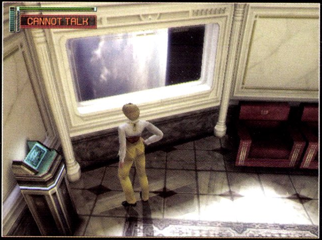
Interact with She Spies star Kristen Miller in one of the most intriguing game concepts ever

It's one of the most technologically advanced games to hit PS2 in Japan. It's a title that Sony spent a good three years toiling away on. It's one of the most critically acclaimed PS2 games ever (having received a score of 10, 9, 9, 9 in the Japanese magazine *Famitsu*).

It's also a game you've never even heard of.

Next spring, Konami will release *Lifeline*, a localization of the Japanese hit *Operator's Side*. What makes it so special? Well, it's a brand-new style of game in which you interact with characters onscreen via the USB Headset Microphone. "I initially came up with the idea watching the movie *Die Hard*," Manabu Nishizawa, product manager of Product Development Dept. 3, SCE, tells us. "In the movie, Bruce Willis fights the terrorists all on his own. Although I was outside the movie, I wanted to help him. I wanted to tell him there was an enemy right behind him. I thought if there were a game that would actually allow you to do this, it would be great."

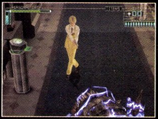
And so he and his team set out to create such a game. Nishizawa turned to the most unlikely of places: the car industry. ScanSoft, a company that has been researching voice-recognition technology for decades and is now working on developing new applications for car navigation, was the perfect solution. Working closely with SCE, ScanSoft ported its tools to PS2—and in the process enhanced them a great deal.

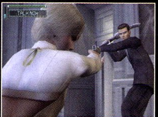


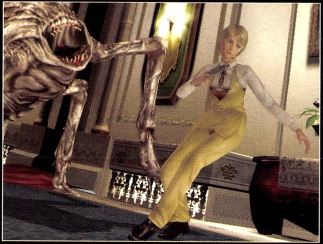
This is how it works: You play as a character stationed at a futuristic space-station hotel. Suddenly, the hotel is attacked by an alien force, leaving you trapped in a room. That's when you first make contact with Rio, a character on the other end of the monitor display. Here's where it gets interesting: In order to make it off the space station alive, you have to work with Rio—as in *talk* with Rio. The scary thing is, with a virtual vocabulary of 3,000 words and 10,000 phrases, she'll understand just about anything you say.

If that's not cool enough, Konami also tapped *She Spies* star Kristen Miller to play the role of Rio. "I didn't really know what to expect," Miller tells us. "But when they sent me a copy of the game to check out, I was blown away. The graphics are amazing, but what I was most attracted to was the story and the heart and strength of Rio." It's that heart and strength that you'll have to evoke from her as you play through the game. "I like the relationship that unfolds between Rio and the player. The player has to earn her trust, and once she trusts you, she'll fight for you."

You'll be able to experience this relationship firsthand when *Lifeline* ships next spring. In the meantime, Nishizawa is already hard at work on new PS2 games that will use this voice-recognition technology. And, if we're lucky, maybe they'll star Miller as well.







0805 HOURS
DECEMBER 7, 1941
MEDAL OF HONOR
RISING SUN

Online game play available for the PlayStation®2 computer entertainment system only. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately).
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DID YOU KNOW?
In Europe, *Going Commando* will be known as *Ratchet & Clank: Locked and Loaded.*

COMMAND PERFORMANCE

7 reasons why Ratchet & Clank: Going Commando is much more than just a sequel

1. Ratchet has grown up

Even if you loved the first game, chances are, Ratchet himself rubbed you the wrong way. Heck, even Ted Price, president of developer Insomniac Games, admits that Ratchet was a bit hard to take. But he claims that was intentional, part of Ratchet's natural growth during the first game "from being a self-centered jerk to somebody who has a larger purpose and realizes it," Price explains. "So it's logical that he would start out the second game with a more mature personality." Naturally, all of your feedback helped spur Insomniac to further refine Ratchet. "There were a lot of comments from both consumers and reviewers regarding Ratchet's personality and his look," Price admits. "We evaluated everything we heard and decided that Ratchet could be a nicer guy and a more heroic figure."

2. Clank gets even bigger

Ratchet needed some work, but Clank was close to perfect the first time around. "We nailed Clank," Price gushes. "Nobody had any problems with Clank that I heard of." The only problem? We didn't get enough of him. So are there more Clank missions in *Going Commando*? Yep. Not only does he get a few new bots to boss around, but he also gets more time to shine as Giant Clank. "What's really cool is that you play as Giant Clank on one of our spherical worlds and destroy an entire city," Price says. "We're taking advantage of his ultra-destructive capabilities."

3. Globe trotting

Speaking of spherical worlds, have you popped in this month's demo disc yet? Be sure to check out the Battle Sphere section, possibly one of the coolest platformer levels we've played in recent years. The giddy sensation of exploring a small planetoid from end to end is simply fantastic. Making these spherical worlds wasn't easy, though. Price tells us that they started kicking this idea around during the development of the first *Ratchet*, but it was only recently that they were able to properly implement these globular levels. "It was a challenge coming up with a design that would be fun on a spherical world," Price says. "We realized very quickly that one of the cool things about a spherical world is that if you get high enough, the sensation of height is exacerbated by the fact that you're on this little, tiny world. We really played that up with all of our worlds by having Ratchet jump off these jump pads, and on the worlds where you're Giant Clank, giving him these tremendous jumps."

4. Real role-playing

It seems so obvious, but *Going Commando* is the first platformer to truly implement some fairly common RPG conventions. And it makes all the difference in the world. In fact, Price describes this

FIRST TRY When he was 10, Ted Price created a game on the Apple IIe in which you walk around and pick up things. His reaction? "God, this is so not fun!"

LUCKY LADY! We're told that Clank actually has a love interest in this game.

enhanced form of character growth as "the biggest thing" Insomniac did to improve *Ratchet & Clank*'s gameplay. "When we were thinking about how we were going to make this one different, we decided that we needed to take a step even further away from traditional platformers and introduce experience points and the ability to increase your health significantly—à la a traditional RPG—by killing enemies and getting experience," Price explains. What's more, your weapons gain experience as well, eventually morphing into upgraded forms, effectively doubling your collection of cutlery. One of Price's favorite examples? The Spider Bot, a remote-controlled device that you can use to spy on baddies—then blow them up when you're done. "You can use it as a reconnaissance vehicle, you can use it as an offensive vehicle, you can do all sorts of stuff with it," Price says. "But when you upgrade it, it gets a turret on top, and you've got a little gun that lobs projectiles."

5. Smarter enemies, tougher challenges

If you really wanted to, you could struggle through the first *Ratchet* by avoiding combat as much as possible and using the default Wrench as your only weapon. Not so in *Going Commando*. The enemies are much tougher, requiring you to have a deeper level of weapon strategy. "We spent a lot of time making sure the enemies aren't as stupid as they were in the *Spyro* and *Ratchet 1* games," Price says. "You won't see the same kind of A.I. that you might see in, say, *Splinter Cell*, but the enemies definitely react more intelligently to Ratchet's presence. They will surprise you with their actions." That's where those all-important RPG elements come in—you'll be more motivated to seek out combat because avoiding fights will hurt you in the long run. "Not only does Ratchet become significantly stronger as the game progresses, but the enemies also get stronger," Price says. "As you're moving through the game, the challenges really ramp up. It's important that you gain experience and build up your health from 4 to 80-plus hit points and also upgrade your weapons." But don't worry about the game becoming too tough for the casual player. Price promises that Insomniac is being "very careful not to kick your ass too hard."

6. More, more, more

Still not convinced? How about the fact that you get more new weapons, more new gadgets—more of just about everything. "We've got 11 new gadgets," Price says. "They're more interesting because they provide more freedom." Take the Glider, which lets you fly freely through certain areas. Or the Levitator, a jetpack on steroids that lets you zoom around until your fuel runs out. Or how about the Gravity Boots, a souped-up version of the Magna Boots, which let you run up and down buildings, firing your weapons and jumping from all angles. "It makes upside-down and sideways gameplay much more interesting," Price quips.

Then there are the so-called megagames—beefed-up minigames with layers of unlockable levels. Check out the Gladiator Arena on the demo disc for an example. "The Gladiator Arena may be just a small part of one of our worlds, but you can spend hours in it because you can continue to unlock harder and harder challenges," Price says.

7. It ain't over when it's over

Just like the first *Ratchet*, you'll be able to replay *Commando*, unlocking special items that were initially unavailable. But that's not all. When you replay the first *Ratchet*, it's basically the same old game. "Now when you start over, Ratchet is going to be significantly stronger, so we'll be changing things around and surprising you with how strong the enemies are," Price promises.

The Price is right.

"MUTANT ELF" Ted Price's description of Naughty Dog's Jak, in response to a question about Jason Rubin's comments on how Ratchet's big, rubbery gloves scare him.

DREAMER

Ted Price
President, Insomniac Games
Career Highlights: *Disruptor, Spyro* series, *Ratchet & Clank* series

This interview is not about Ted Price. Sure, Price may be the president and co-founder of Insomniac Games, the developer behind *Ratchet & Clank*. He's also the public face of the company that launched *Spyro the Dragon*, one of the most beloved and successful franchises on PS1. But Price is reluctant to take the credit for Insomniac's success. "If you're going to do a profile on me, I really would try to emphasize that this isn't about me," Price tells us. "This company does not function unless the team atmosphere thrives."

Do you have a central philosophy to game design? Something that unites all your work?
Definitely. And it's interesting that you phrase it that way. When you say "my work," I never think of it that way. Insomniac has succeeded because we try to involve as many people as possible in the creative process. When consumers demand depth and variety, you can't rely on one person to come up with all the ideas. That's the reason this industry is moving away from a single-designer model. From the very beginning, Insomniac has had a philosophy of asking everybody to contribute creatively.

How important is story in platformers, a genre that's arguably more about pure gameplay?
The platform genre is really no longer the platform genre. It's changed significantly. Consumers are moving away from traditional platformers. They want *more*. They want more character development. They want more explosions. They want deeper design elements, like the RPG aspects that we've been playing up in *Ratchet & Clank*. When you introduce those kinds of modifications to the platformer, it demands a stronger story—a stronger glue to hold it all together.

"The platform genre is really no longer the platform genre. It's changed significantly."

Why did you start your own company? Why not just work for somebody else first?
Ignorance. I had no idea how risky it would be to get into the games industry. I just assumed that it would be easy to make a game because, hey, you know, games are fun, so how difficult can it be?

And is it easy?
It's easy in the sense that if you love what you're doing, anything's easy. But in terms of the hours that everybody puts in and the creative effort that everybody expends, it's a real challenge. But I can't imagine doing anything else. Having a job in this industry as an artist or a programmer or a designer is really, really fun.

Ever tempted to remake any of your games?
Disruptor is always one that stands out to me because it was our first game.

So are we getting a *Disruptor* sequel?
Universal owns the intellectual property, so we can never do a sequel unless we wanted to work with them again. So, that would be a no.

How did you feel about giving up Spyro? It's Universal's property, but it was your baby....
That was a choice we made. We left Spyro behind because we were running on empty as far as coming up with new ideas. We'd run out of things to do with Spyro's move set because he doesn't have hands. That's why we introduced new characters. With Ratchet, we had an opportunity to take the lessons we learned on Spyro and expand on them, and move in different directions with the platformer. And since Ratchet can use weapons and gadgets, it's almost limitless what we can do.

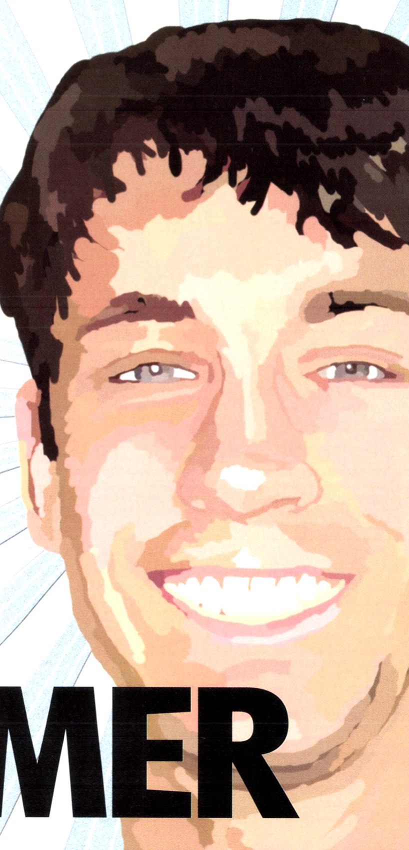
How did you manage to never develop a *Spyro* kart racer?
We were beaten to the punch. Naughty Dog had done it, so there was no way we were gonna do something similar.

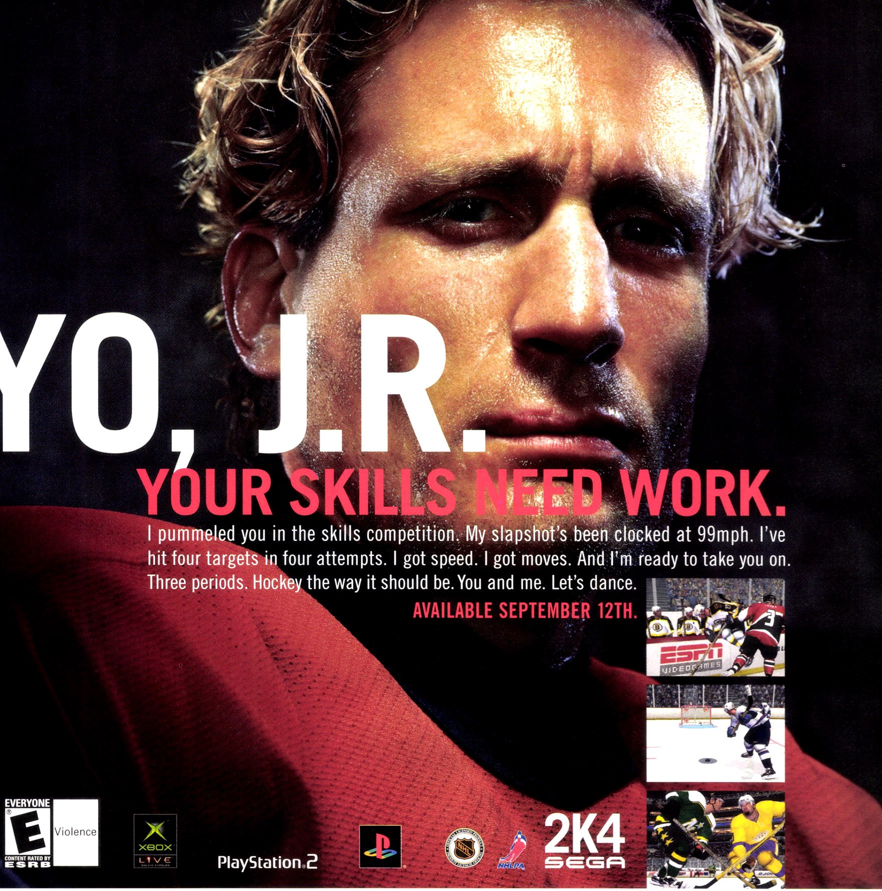
Name your biggest influences.
I'm a big science-fiction nut. I read tons of science fiction. Watch science-fiction movies all the time. Personally, that's why I really like the *Ratchet & Clank* universe, because it is a science-fiction universe. It's all about robots and spaceships and futuristic weapons. As far as games go, I'll play anything. These days, I'm playing a lot of RPGs. I love RPGs. I also love first-person shooters.

Any specific game that really influenced you?
Super Metroid is the one game that really opened my eyes to what fantastic platformer design is. It was one of those platformers that kept me just going and going, playing over and over again, because it was perfectly balanced.

Advice for aspiring game makers?
Don't do what I did. If you want to start a company, join one that knows what it's doing and learn the process from the inside. You'll save yourself a lot of headaches and a lot of money.

What would you do if you didn't make games?
I'd like to be involved in some other creative industry, like music. Or I'd like to be a professional windsurfer. Yeah...that'd be really cool.





YO, J.R.

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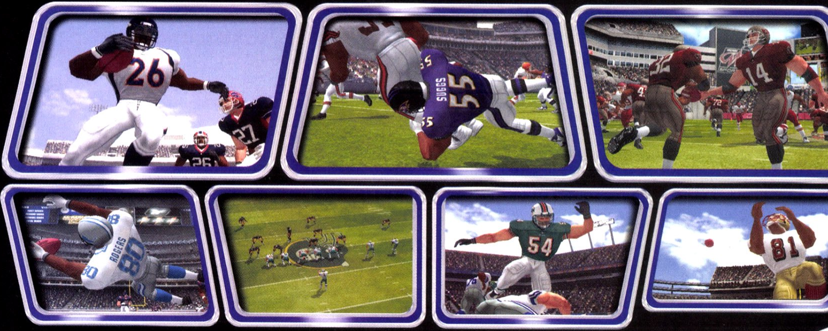

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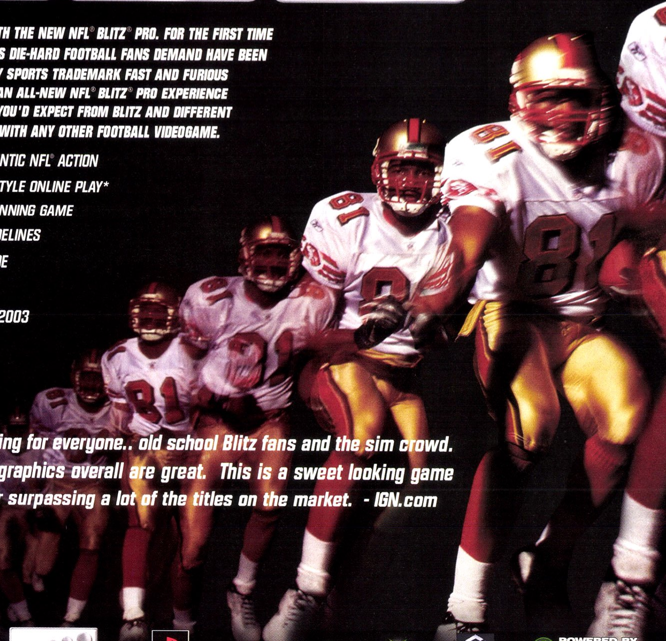

"Blitz has something for everyone.. old school Blitz fans and the sim crowd. Online or off, the graphics overall are great. This is a sweet looking game competing with or surpassing a lot of the titles on the market. - IGN.com

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THE NEW LOGO
Not too shabby, we say.

Return of the Grave
Sega is working on a sequel to *GunGrave* for release next year. Expect new combo attacks and a longer gameplay experience.

THE WATCHDOG

THE SECRET LIVES OF TEENAGERS

I got a bag-load of mail from the "Imagine It's Your Kid" column in August's issue, in which I asked you to put yourself in the place of a parent whose teenage son murdered a friend and who is approached by a lawyer who tells you videogames are at fault. So first, let me say: Thanks. I'm glad you're reading and responding.

Second: Many of you who responded were surprisingly tough on parents and their responsibilities toward their children. One representative letter said: "I'm becoming very irritated with parents today using videogames as a cop out to violent behavior amongst their children. If that 15-year-old kid beat and stabbed his female friend, I can assure you, it had nothing to do with the videogame and more to do with the parents raising that kid. Everyone knows the difference from right and wrong. If they don't, it's because of how they were raised and taught."

Speaking as a parent, let me make one small request: Ease up just a little on the parental units. I absolutely agree that it's the parent's role to teach children values and to instill a moral code. But let's also remember the other part of the equation: the child (and especially the teenager) himself or herself.

Many of you are now teenagers, and many of you *used* to be teenagers, so let's all have a moment of communal honesty: How often do you (or did you) slip out of your parents' moral corral to do the things you want to do, things you know they don't approve of? And the follow-up: Do you think your parents *know* about it? If they don't, how much are they to blame? It's one thing to demand that parents take responsibility, but in the real world, having parents breathing down your neck 24/7 is annoying.

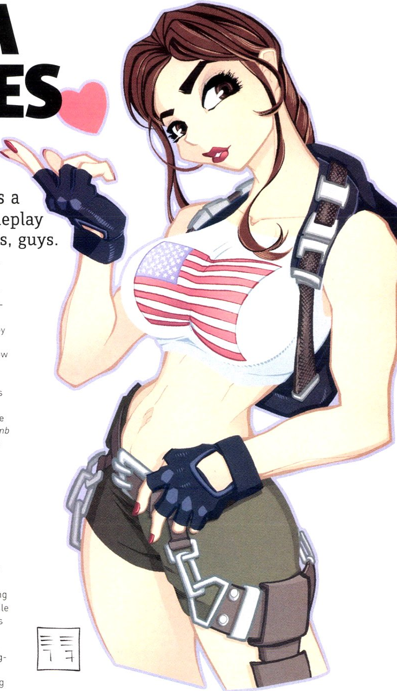
Which is why there's the Secret Life of Teenagers, in which kids take what they're taught and then decide *on their own* whether or not to ignore it. I know there are a lot of younger *OPM* readers who aren't supposed to be playing M-rated games. I also suspect that the number of *OPM* readers who *aren't* playing those games is probably a rather smaller number. Are you a bad kid for doing it? Are your parents bad parents for not knowing about it?

So, yes: Parents should have, *must* have, an active role in the lives and values of their children. But we're all more than what our parents give us; we're also what we take from what they offer. Remember that when you judge a parent on the actions of a child. Remember that when you're doing something you know your parents wouldn't like. And remember that when a parent in a tragic situation is searching desperately for answers.

How far do parents' responsibilities go, in videogames and in life? Get into it with John at the *OPM* board at Gamers.com, or send him an e-mail at john@scalzi.com.

LARA MOVES ON

Plus! Eidos promises a commitment to gameplay in the future. Thanks, guys.



Core Design's future is under review, it seems. Eidos already punished the development studio for the bad time-management and poor quality control of *Tomb Raider: The Angel of Darkness* by taking the franchise away from Core and giving it to Crystal Dynamics. Now we hear through a statement from Eidos that it is "evaluating Core's ongoing direction and contribution as part of the group's overall development capabilities." Translation: We're looking at the numbers, and with *Tomb Raider* out of Core's hands, we might just shut the whole thing down.

What else does Core Design have to offer? Very little, some would argue. Recent forays have proven disastrous, with *Project Eden* and *Herdy Gerdy* slammed critically and flopping commercially.

Despite creating one of the most successful gaming franchises of all time, the studio clearly isn't capable of maintaining and caring for it. The only thing stopping the ax from falling right now is that sales numbers, while not blockbuster, are healthy. *Angel* is said to be performing very well (it entered the charts at No. 1), despite being late (a fact that led to the resignation of managing director Jeremy Heath-Smith) and suffering appalling reviews across the board.

It's been pretty much bad news all around lately for anything to do with *Tomb Raider*. According to a Reuters report, Paramount Pictures believes *Tomb Raider: The Cradle of Life*'s relatively poor box-office performance ($21.8 million in its opening weekend) is due to the game's reception. "The only thing we can attribute that to is that the gamers were not happy with the latest version of the *Tomb Raider* videogame, which is our core audience," Paramount Distribution President Wayne Lewellen whined, clearly in denial that the situation might also have something to do with the fact that his movie stinks.

The only good news in all this is that Crystal Dynamics is about to start work on the new *Tomb Raider* game. We can only hope that the company will heed the lessons learned from working on the *Legacy of Kain* franchise. Eidos has confirmed that the new game will be out by June 2005, and we've been led to believe that it may have more in common with the movie franchise.

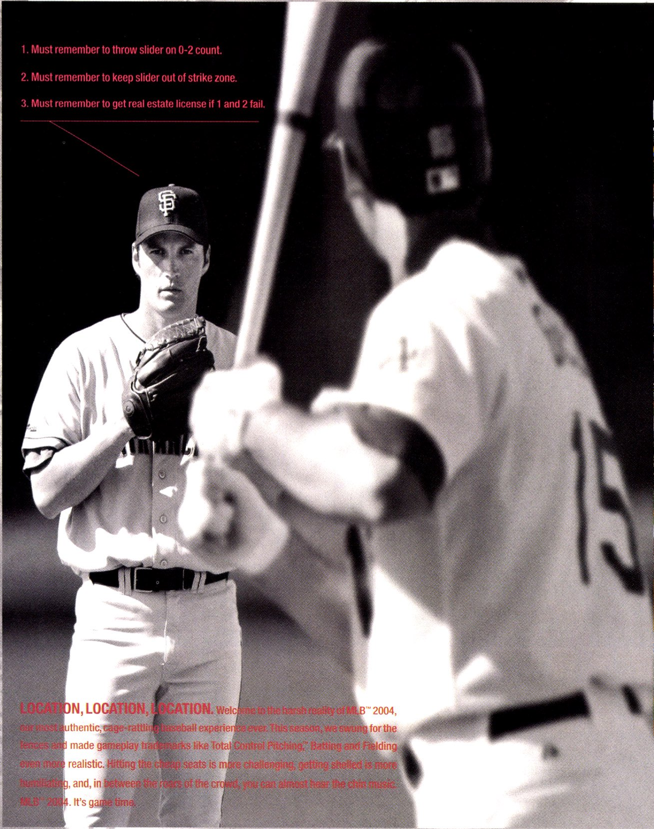
In related news, Eidos recently unveiled its "new look." Company CEO Mike McGarvey commented, "The new look marks the success of a turnaround program and the beginning of a new era to underline our commitment and ability to deliver great games. By embracing our new identity and mission—'Committed to the Gameplay Experience'—Eidos will build a stronger brand and, in turn, a stronger business." This raises the question: What was the company's previous mission? Based on *Angel of Darkness*, we can only assume it was a commitment to something else entirely.

It's been bad news all around for Lara. The only good news is that Crystal Dynamics is about to start on the new game.

Illustration by Jason and Heather Martin

MLB 2004

1. Must remember to throw slider on 0-2 count.
2. Must remember to keep slider out of strike zone.
3. Must remember to get real estate license if 1 and 2 fail.



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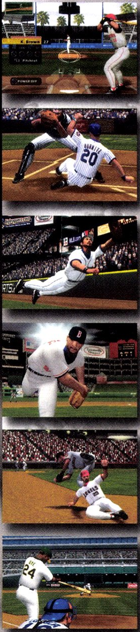

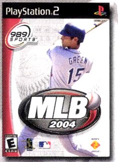

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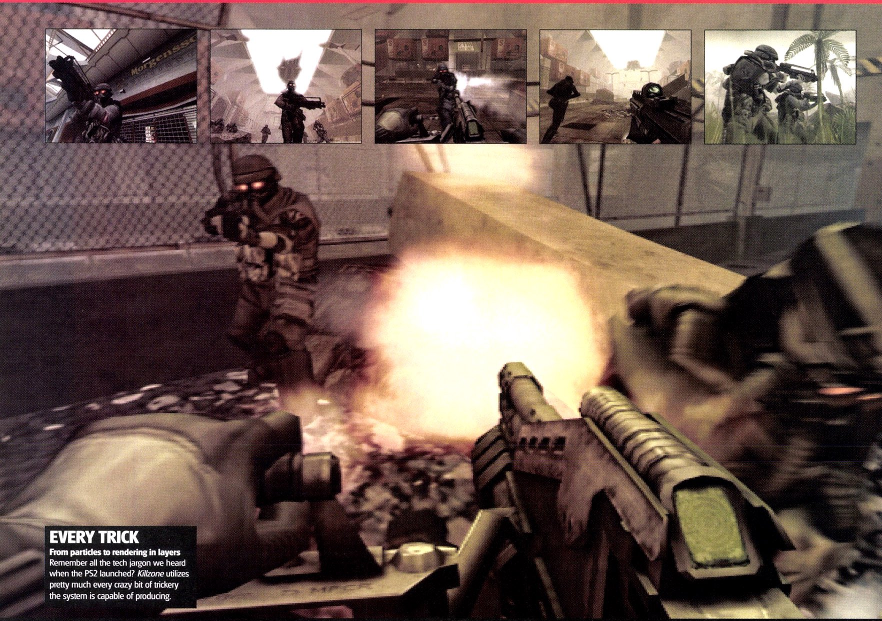
Halo schmalo.

NOT TO BE CONFUSED WITH...
The fairly awful 1993 movie, *Kill Zone*, starring David Carradine as a colonel hell-bent on destroying the Viet Cong.



EVERY TRICK
From particles to rendering in layers
Remember all the tech jargon we heard when the PS2 launched? *Killzone* utilizes pretty much every crazy bit of trickery the system is capable of producing.

IN THE KILLZONE

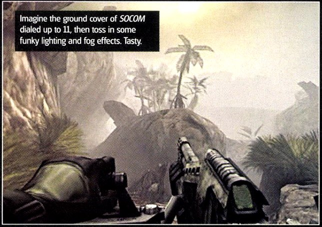
After months of speculation, Sony's supposed "Halo-killer" is finally revealed

If nothing else, *Killzone* will go down in history for drawing more hype prior to its announcement than any game to date. Finally, however, rumor has given way to hard facts. Yes, Sony Europe has commissioned an original, exclusive first-person shooter for PS2, and yes, it does look rather like Sony's answer to *Halo*. Amsterdam-based Guerrilla Games is technically making its debut with *Killzone*, but its work shows a polish that belies its absent track record.

Like *Halo*, *Killzone* is a story-driven first-person shooter, but in this future, the only enemy is man. Separatist rebels, the Helghast, have declared war against the ISA, forces loyal to humanity's home on Earth. You command a team of four ISA soldiers behind enemy lines, selecting one team member to control while fighting alongside the others through 26 levels. That gives *Killzone* serious replay value, because you could play at least once with each character while also exploring multiple paths through each mission. All four team members have distinctive abilities, and their arsenal comprises 21 weapons equipped with a secondary fire option. And even if you get bored with the single-player game, full-blown online combat is in the works.

Killzone's most striking aspect so far is its layered environments. Guerrilla's engine adds remarkable depth to every area, from lush jungles to bombed-out shopping malls. For its part, Sony is supplying top-notch production values, with a cast of professional voice actors to accompany the story-driven presentation.

One question remains: Is it coming to the United States? The answer: It better be. Sony CEA is keeping quiet, but we expect to hear word well before the game's release in Europe next March.



Imagine the ground cover of *SOCOM* dialed up to 11, then toss in some funky lighting and fog effects. Tasty.

INTENSE? TO PUT IT KINDLY.

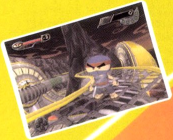
NOT YOUR ORDINARY GAME

I-NINJA

PS2

If attention to medieval detail, stealth kills and gore aren't your idea of a good time, give Namco's new I-Ninja a try. Instead of trying to best the traditional ninja game, Namco just has fun with it. Your ninja (named "Ninja") must avenge the murderer of his beloved ninja teacher…who just happens to be himself. What can we say? These things happen.

The gameplay of I-Ninja is fast, hip, clever and tons of fun. Instead of a dark tale of vengeance, Ninja happily cuts enemies in half with his giant sword, throws shuriken and blows darts at them, all the while performing stunts that you'd expect to see in a game starring Tony Hawk. He can slide down rails, act like a human bowling ball, out-box Mike Tyson and even jump over deadly traps with the skill of a certain Italian plumber. Not even Jackie Chan has moves like his.



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BREAK OUT TRICKS

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GARAGEKING	unlocks all bike parts
OHNNYE	unlocks all costumes for all riders
UNIVERSE	unlocks all levels and events
FLEXIMAN	unlocks all special stunt slots
IWANTITALL	unlocks everything

SWEET CODES

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PS2

Get Mega Points
To get a ton of points on The Boardwalk, go to the tunnel with the skull and grind the side of it. Then, when your multiplier gets to 60 you jump off and watch your points rack up big time.

Get Power Skates
Successfully complete all challenges (normal and hidden) on every level to unlock the Power Skates. The Power Skates give you one blue stat point for every attribute.

Ultra Skates
Successfully complete all the levels with 100% to unlock the Ultra Skates. The Ultra Skates give you another blue stat point for every attribute.

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MUSIC GENERATORS

Without videogames, you might never have heard of a duo named Boomkat

Meet Kellin Manning, the world's first videogame rock star. After an ear-opening stint with *MTV Music Generator*, the lifelong gamer took his joystick-toggling skills to another level by mixing his band Boomkat's entire debut album, *Boomkatalog One*, using the bargain-bin software from Codemasters and his trusty PS1. Of course, like most musicians, after scoring a deal with DreamWorks, he recut his record in the comfort of a Los Angeles–based studio, but his Dual Shock controller was always jacked in during the lengthy process. Charged with his younger sister Taryn's bluesy, attitude-fueled vocals, his techno-happy tracks are currently hiking up the pop charts. But Kellin doesn't seem to care too much about stardom, even with Taryn's movie career blossoming with recent roles in *8 Mile* and *Crazy/Beautiful*...he just wants to find more time to play *GTA: Vice City*.

So how did this all begin?
Taryn: We grew up together. But in making tunes, Kellin just started writing songs and I just started singing along. He writes all the time. I always wanted to be in a band, and one day we just decided to go for it.
Kellin: When I got *MTV Music Generator*, I had just lost my fourth job in a row. Videogames were always the happy thing in my life, so I rented it. At the time, all I had was a four-track and a sampler, and I went as far as I could go with it. That game let me sequence 24 tracks on top of one another, apply effects, and sample sounds. That game pretty much emulates what very expensive software does, but on a lighter scale with a lot less memory. I had four memory cards just so I could keep things going. My mom would come in and see me playing the game and she'd be like, "What are you doing? You need to get a job and pay some bills!" And I'd say, "No, listen. I'm writing music. It's gonna take me places, I swear." I'd play her a song and she'd just say, "Do the dishes." Then when we got our record deal, I was like, "See, Mom, I got a record deal from a videogame!"

Armed with a PlayStation, you took on the L.A. music scene....
K: Yeah. Taryn was doing the acting thing. She'd gotten *Crazy/Beautiful*, but before that, she got a recurring part on a TV show called *Get Real*. That's when I first started writing music on the game. I always thought to myself, "All I have to do is get Taryn on stage one time." I knew I was going to have to win Taryn over because she had her acting thing going. For me, that raised the standard of excellence because I had to impress her; I had to write music to inspire her so she'd want to sing on it. So we played one live show and got signed to DreamWorks, just like I always thought.

You're not a classically trained musician. How do you mix such complicated songs?
K: It's almost like a game to me. I've got this loop going: Now where will I go? Will I take this path? What should I add on top of it? It really ignites this fire in my head, and the *Generator* perfectly complemented it. It's funny to say, but I really owe a lot of what I achieved in life to that game.

Do you still have that rental copy of *MTV Music Generator*?
K: I actually lost it. *[laughs]* But recently, someone sent a PlayStation bag with a copy of *Generator* in it to my manager's office. So I put it on, and tears were rollin'. It reminded me of being so poor, but so full of fire. And you know when you rent a game from Blockbuster, it doesn't come with a manual? So originally I had to figure it out myself. I finally read the manual and was like, "Oh, you can do this, too! Wow!"

Now that you can afford to buy games, what are you playing these days?
K: I really love driving games. I credit videogames for my perfect driving record. I'm 30 years old, I've been licensed to drive for 15 years, and I've never had an accident—never had a ticket.

What the heck is a Boomkat, anyway?
T: The K-A-T is for "Kellin And Taryn." So it's like, "Boom! Kellin and Taryn!"

***Boomkat: The Game*. What would it be like?**
K: It would be a mix of the *Generator* style, where you make music. And it'd be very minigame-oriented; one would be based on *Pac-Man*. Like *WarioWare*, it'd have a lot of different elements.

—*Jon M. Gibson*

> "It's funny to say, but I really owe a lot of what I achieved in life to that game."

I HAD A DREAM
I had an awesome dream.

VIDEOGAME DEEJAYS

Everything you need to make beautiful music

News flash: Geeks have rhythm! That's apparently the case given the unlikely rise of videogame deejays—Moby wannabes who substitute two turntables and a microphone for PS2s and MP3s. Such beat mania isn't entirely new, of course. A host of games, such as *PaRappa the Rapper*, *Amplitude*, and *Dance Dance Revolution*, have served up ways for players to get jiggy with it, usually punching out moves in time with the grooves. A videogame jockey (VGJ), however, goes one leap further, ripping samples of games from *Final Fantasy* to *Pac-Man*, incorporating them into new mixes and then swapping them over the Net (or even hacking them on to the radio). Here's the lowdown on the top five VGJ resources:

OVERCLOCKED

remix.overclocked.org/index.php

This is the place to start for videogame remixes. The site features hundreds of home-brewed game tunes sown from the classics (*Doom*, *Metal Gear*) to the more contemporary (*The Sims*, *Silent Hill 2*). OverClocked also gives you a crash course in amateur VGJ action, with its comprehensive Remix 101 lesson plan. And the lively forums are the best place to schmooze with experts such as DJ Pretzel and Atomic Skull.

VGMidi

www.vgmidi.com

If you think you've got the chops, try hanging out at VGMidi, a site for the more erudite videogame jockeys. Small and insular, this is a place where registered members swap their latest *Chrono Cross* remixes and post critiques. "Spiffy..." writes GustaveNights of one member's aural pastiche, "the background melody really adds to the song. Short and very sweet. I want more."

VIDEO GAME MUSIC ARCHIVES

www.vgmusic.com/

Looking to build up your files of videogame music samples? Check out the Video Game Music Archives—a huge resource for MIDI files of vintage games for consoles, including PS1 and even ancient computer platforms such as Amiga and Commodore 64. The site also runs giveaways of *Final Fantasy* soundtracks and the like, and it keeps an up-to-date set of links to cool Japanese game music releases. Best of all, the mavens here upload dozens of new songs—for free download—every week.

KFSS STUDIOS PROJECT MAJESTIC MIX

www.kfssstudios.com/

Straight outta Dexter, Missouri, KFSS is one gamer's dream label: an indie CD publisher devoted to the trippy music of role-playing games. KFSS' first release is the aptly named Squaredance, a 16-track compilation of songs remixed from Square games, including "Soulless Village" from *Final Fantasy IX*, "Hip-Hop Corridor" from *Chrono Trigger*, and the groovy "Ultimate Being" from *Parasite Eve*. Rock out!

MTV MUSIC GENERATOR 2

www.codemastersusa.com/mtvmg2/

This beatific sequel to the *MTV MG* for PS1 has achieved cult status among living-room deejays—it turns your PS2 into your very own music-making box. The game comes with more than 10,000 samples, from the Gorrilaz to Roni Size. Best of all, it has a sleek, intuitive interface that won't give you migraines when you're mixing your stuff. And what's an MTV game without video? The Generator lets you create your own psychedelic visuals to accompany your tracks. The effect is dizzying in a good way—just don't operate heavy machinery after playing.

—David Kushner

Boomkat Photo by Joe Toreno, Illustration by Kurt Ketchum (smuv brand)

OCTOBER 2003.
IT'S COMING.
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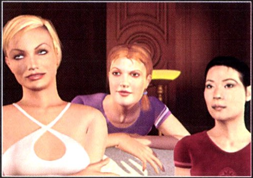
ON THE DISC
Check out Underground's extensive GAP feature. One day, you can be famous, too!

Wild ARMs Returns
Sony is working on a PS2 remake of the original *Wild ARMs* entitled *Wild ARMs F*. It will feature a rewritten story and new 3D visuals.

WHAT EVER HAPPENED TO...?



CHARLIE'S ANGELS

Regardless of how the second movie was received, the videogame adaptation of *Charlie's Angels* sounded like something worthy of excitement. A beat-em-up starring the Angels—modeled after Cameron Diaz, Lucy Liu, and Drew Barrymore—with lots of over-the-top effects like bullet time, caught our attention. "The Angels appear in the game just as they do in the movie," producer Valerie Beaufils told us. "That is to say, hot and sexy!" How could we not be at least somewhat interested?

But the game that was supposed to be released alongside this summer's *Full Throttle* never made it out...on the PS2, at least. A GameCube version was available in stores a few days before the film, but ours has yet to be released.

So, what happened? Well, according to sources close to Sony, the game never made it past the company's approval process. Ubi Soft decided that instead of tweaking the game to meet Sony's guidelines, it would be smarter to outright cancel it. After all, a delay would cause the game to miss out on the hype surrounding the movie. "In order to maintain a timely release with the *Charlie's Angels* movie, we decided to focus on the GameCube version," a spokesperson for the company tells us. (Apparently, Nintendo's approval process isn't quite as strict.)

Should we be bummed that we didn't get the game on our platform? Apparently not. The GameCube version received terrible review scores across the board, with some critics calling it one of the worst games ever released on the platform.

"Gaming history is littered with lackluster games based on movies that do little except serve as cheap advertising ploys for their respective films," said GameSpot.com. "Few of these games, however, can compare to the horrific display of ineptitude that is *Charlie's Angels*."

Meanwhile, IGN.com told of how "the game couldn't be more straightforward or uninspired" and that the Angels "generally just look dumb." And the camera system? "One of the worst we've seen in recent years."

All we can say is, let's give Sony some props for not allowing this one on the PS2. We might have bought it!

DO YOU BELONG?

What is the Gamer Advisory Panel?

If you've worked through all the content on this month's DVD, you may be wondering what the Gamer Advisory Panel is and how those guys got to try out for a spot as video reporters at E3.

The panel—or GAP, as those who are members already know it—is an elite group of gamers invited to help shape the future of gaming. It's an online program that connects members with one another and with the minds behind PlayStation. It also offers opportunities to take part in beta-testing programs like those currently running for *Final Fantasy XI* and *SOCOM 2*. Sounds like a pretty sweet deal, huh?

Only PlayStation Underground members can be selected for membership, so make sure you sign up, play an active role in the Underground community at www.playstation.com, and play lots of online games with your PS2 Network Adaptor. Less than two percent of Underground members are selected, so if you get the invitation e-mail...don't ignore it!

DREAM CAST

Hollywood has given us its own version of *Mortal Kombat* and *Street Fighter*. Heck, there's even a *Tekken* flick supposedly in the works. So, what's to stop a *Soul Calibur II* film from being developed? Nothing, we hope. Here are our picks for who should play whom.

Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.

Astaroth: Kane
Like Astaroth, this WWE superstar is a man of few words. And is anyone else alive who's this friggin' huge?

Cassandra: Kristen Miller
Supercute, supersexy, and supertough, Kristen is the reason to watch *She Spies*. And she kicks high.

Chai Xiangua: Kristin Kreuk
The best thing to hit *Smallville* is just right for playing the good-natured young heroine of *SC2*.

Ivy: Charlize Theron
Classic beauty, and you only need to rent *2 Days in the Valley* to see that she can fight when she needs to.

Maxi: Jason Scott Lee
This guy played Bruce Lee in *Dragon*. We're sure he can pull off this Asian Elvis wannabe with no problem.

Mitsurugi: Toshiro Mifune
So what if he's dead? Toshiro is still the ultimate movie samurai. His soul still burns for the Mitsurugi role.

Nightmare: Michael Clarke Duncan
Hey, he played Kingpin in *Daredevil*—he can handle being another big baddie.

Raphael: Orlando Bloom
Pirates of the Caribbean and *The Lord of the Rings* prove he's good at swordplay...and kinda fey.

Taki: Kelly Hu
She's got the hot looks (thanks, *Scorpion King!*) and the ability (thanks, *X2!*). She just needs prosthetic boobs.

Talim: Devon Aoki
Do you have any idea how hard it is to cast a teenaged Asian girl role?! No matter. Devon (*2 Fast 2 Furious*) rocks.

Voldo: Marilyn Manson
If we're all stars now in the dope show, Voldo takes center stage. Do we *really* need to explain this pick?

Yoshimitsu: Ray Park
Badass swordsman whose face you never really see? Cue Mr. Toad/Darth Maul/Headless Horseman.

www.g4tv.com
The official website of the first cable network devoted to videogames.

THE OTHER AWARDS
DOA: Xtreme Beach Volleyball (Xbox) won two of *G-Phoria's* less serious awards: Guiltiest Pleasure and Hottest Character (Tina).

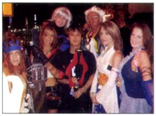
G-PHORIC

G4 makes gaming history with the industry's first awards show

On July 30, hundreds of industry professionals and (mostly B-list) celebrities made their way to the Henry Fonda Theatre in Hollywood, where Jamie Kennedy hosted *G-Phoria*, the G4 cable network's first annual videogame awards show. Pro skater Tony Hawk, hobbits Elijah Wood and Dominic Monaghan, former *Baywatch* babes Gena Lee Nolen and Traci Bingham, porn queen Jenna Jameson, boxer Mia St. John, and Colin "I'm Tom's son" Hanks all showed up to see who would receive the coveted Glow Award in each of the varied categories. (Or maybe just to party.)

Do we really even need to tell you the evening's big winner? *Grand Theft Auto: Vice City* achieved the Glow in almost every category that matters, including Game of the Year, the EB Gamers Choice Award, Best Soundtrack, and Best Live Action/Voice Performance, both Male (Ray Liotta) and Female (Jenna Jameson). *Splinter Cell* also made a strong showing with awards for Best Graphics and Best Rookie Game, and *Kingdom Hearts* earned Best Story honors. Other winners included *The Lord of the Rings: The Two Towers* (Best Adaptation), *Mortal Kombat: Deadly Alliance* (Best Brawl), and *Madden NFL 2003* (Best Sports Game). (Visit G4tv.com for a complete list.)

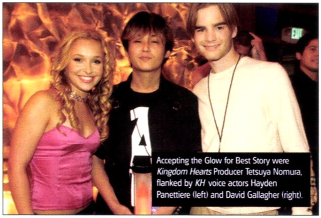
Between awards, the program featured musical performances by Public Enemy and A Flock of Seagulls, plus sketches in the vein of something you'd see on an MTV awards show. We particularly enjoyed the mock eulogy segment that featured a montage of such gaming has-beens as Q*bert. A few bits, however—most notably the *Kingdom Hearts* dramatic reenactment...well, kinda sucked.



COSPLAY IN ACTION
A highlight of the show (well...maybe not)
To celebrate *Kingdom Hearts'* win for Best Story, G-Phoria presented cosplayers who re-enacted scenes from the game. As if that weren't geeky enough, they *lip-synched to actual dialogue!*

Photos by Chris Polk and Kyoko Yamashita

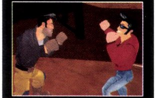
GLOW JOB
Porn star wins...for her acting?
Jenna Jameson walked away with the Glow for Best Voice Performance–Female in *Grand Theft Auto: Vice City*. "Things will only get better for *Vice City 5*," she proclaimed.



Accepting the Glow for Best Story were *Kingdom Hearts* Producer Tetsuya Nomura, flanked by *KH* voice actors Hayden Panettiere (left) and David Gallagher (right).

DATA STREAM

Empty Throttle



Full Throttle: Hell on Wheels, the sequel to the classic biker-gang adventure *Full Throttle*, has been canceled. According to LucasArts, the game just wasn't any good.

Super Dimension

Sega's AM2 team (responsible for *Aero Elite Combat Academy*) is working on a new *Macross* game for Bandai. Titled *Macross: The Super Dimension Fortress*, the game allows you to pilot a Valkyrie plane that transforms into three different forms.

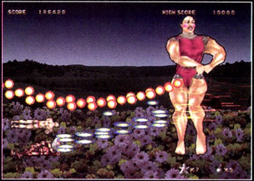
Level 5 = RPG Gods

Level 5 has revealed new shots of *Dragon Quest VIII* (*Dragon Warrior VIII* to us). To see the rest, head over to playstationmagazine.com. Level 5 also hinted that *Dark Cloud 3* will soon be revealed.

DW4 XL-erated

Koei has announced plans to release *Dynasty Warriors 4: Xtreme Legends* on Nov. 3. Like the *DW3* version of *XL*, it serves as an expansion disc with features to enhance *DW4* and will retail for only $29.99.

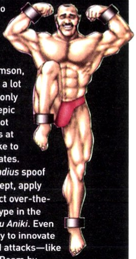
ONLY IN JAPAN



CHOU ANIKI

We all know the videogame industry is male-oriented, so it's not exactly a surprise anymore to see female characters wearing very little at all. But what about that all-important niche sector of men who aren't swayed by Lara in a wet suit? In Japan, Global A is catering to that audience by rereleasing a cult classic for PS2: *Chou Aniki*, the world's first—and only—homosexual shooter. Before you make cheap jokes about market size, consider that there have been three previous versions of *Chou Aniki*, and all are veritable cult hits. That probably has less to do with a thriving trade in old console hits for homosexual men, and more to do with the fact that *Chou Aniki* is so homosexual that you'd imagine even the loudest, proudest, campiest gay man would be downright ashamed of it.

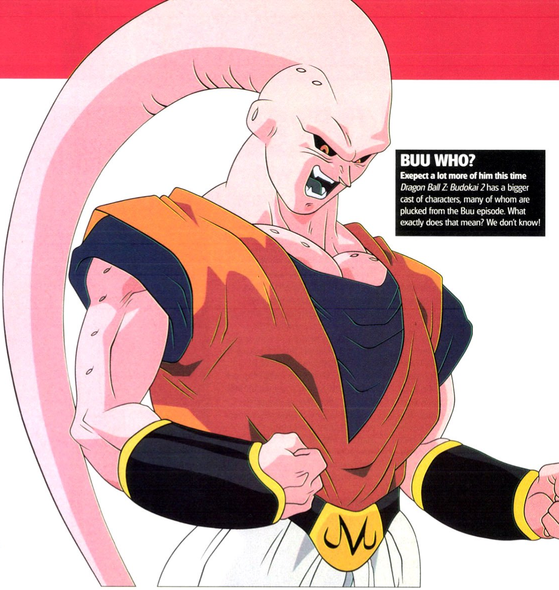
The game stars Adon and Samson, two men who probably work out a lot and display this fact by wearing only briefs. The pair embarks on an epic quest to...er...fly around and shoot lots of phallic-shaped projectiles at similarly buffed-out men who like to shoot projectiles from their privates. Remember tongue-in-cheek *Gradius* spoof *Parodius*? Take that concept, apply every politically incorrect over-the-top homosexual stereotype in the book, and you have *Chou Aniki*. Even when the developers try to innovate with special moves and attacks—like charging up your Men's Beam by rotating the analog sticks—it's still loaded with innuendo, as the stream from your rainbow warriors rather resembles the stream that emanates from a johnson. Now, don't get us wrong—we're not homophobic or anything—but there's something just a little disturbing about well-endowed, seminaked musclemen firing off a trickle of phallic attacks at similarly well-proportioned and barely dressed musclemen wearing far too much makeup and looking far too happy about it. You have to agree with us there.



FURTHER HOMOSEXUALITY IN GAMES

SimCopter: A gay programmer disgruntled by *SimCopter*'s heterosexual bias took matters into his own hands. Aside from forcing all the male Sims to make out on certain days, the game treats anyone who finishes it to scantily clad males making out. With you. Maxis was not amused and released a patch to cut the scene.

Fear Effect: Do *Fear Effect*'s hot heroines make out to further the story, to appeal to the lesbian market, or purely as a puerile marketing gimmick? You decide.



BUU WHO?

Exepect a lot more of him this time

Dragon Ball Z: Budokai 2 has a bigger cast of characters, many of whom are plucked from the Buu episode. What exactly does that mean? We don't know!

KAMEHAMEHA!

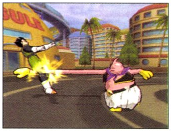
Five questions about Dragon Ball Z: Budokai 2

1. Can you tell us about the 11 new characters in *Budokai 2*?

I cannot reveal the details, but I can tell you there are many characters from the Buu episode, and we've created new systems in order to reproduce the theme of episode. All right...will you be able to guess who they are if I say "Trunks" and "Goten"?

2. What have you done to improve the graphics in this sequel? It looks like the detail and polygon counts have been increased.

Actually, the number of polygons has been reduced. Surprised? In the process of graphical enhancement, we've tossed out all the character models from the first game. Even though the number of polys has been reduced, the characters look more like the TV series and original comics. We have taken a closer look at Mr. Akira Toriyama's character designs from the comic and the animation cells from TV series. We have taken the best parts of both and re-created it in the game. I believe you will feel as if you're actually playing a cartoon.



3. How have you listened to user feedback to improve this sequel?

One example we've decided to incorporate is "One Action Kamehameha." You can now blast Kamehameha with a touch of a button instead of using combinations. Another change is with the Spirit Bomb. On this version, users have control over the size and the power of the Spirit Bomb. I beg your pardon? Do you want to know why and how you can control the Spirit Bomb? Sorry, I can't tell you that yet.

4. Are there any new modes?

Of course. In the previous *Budokai*, we intended to have the player experience the world of *Dragon Ball Z* with an additional sideline story theme. In this version, we are introducing a whole new concept by adding a new game mode called Dragon World. In this mode, you can test out how tough Piccolo, Vegeta, and Goku are. The Dragon World gives you needles in the form of characters and lets you thread them through the *Dragon Ball Z* environment. The story has to be woven by you! It is an absolutely new and ingenious mode. You have to really try this mode. Satisfaction guaranteed! Have a cup of tea! Japanese tea!

5. What can fans look forward to in the story? What about rivalries?

We do not support any story mode on this version. Each user has to create his own story, like I just described. The more you play the game, the more episodes you will uncover from the game—and I guarantee your episodes will be different from ones your friend plays.

(Answered by Takeshi Yokoyama, producer with Budokai *developer Dimps.)*

IT PAYS TO SAVE
Be sure to build up your *Budokai* characters while you wait for the sequel. You can carry your saves over to the new game!

Clish MacLaver's

GOSSIP GOSSIP

All the muck that's fit to rake

It's that time of year when we know everything that's coming before the holidays, and all thoughts instead turn to the coming year. There's some juicy stuff to ponder.

WHAT'S NEXT FOR LARA?

The political machinations at Eidos and Core have been pondered elsewhere this issue, but what gets me excited right now are the rumors about what will happen to the franchise. With Core out of the picture, we can expect the whole *Angel of Darkness* trilogy idea to be thrown out. Hopefully, when Crystal Dynamics gets its hands dirty, it'll rework all the art and story ideas, too. I'm hearing that the next *Tomb Raider* will make use of the incredible graphics and gameplay engine that's been developed for *Legacy of Kain: Defiance*, and that the new stories will be more closely tied in with the movies. Who knows? Maybe we'll even see a more Angelina-like Lara in the new games, too.

ANOTHER VENDETTA

The fact that EA Sports Big is working on another *Vendetta* is far from a secret, but no one's really said much about what the game will be like. I'm hearing that it's a lot more than a fighting game this time, and there are some ambitious plans to give the experience a more "*GTA*-like" vibe. Word is that you'll be wandering the streets of an as-yet-unnamed city, meeting characters and working your way into the underground fighting scene. We can expect much more involvement from the Def Jam artists in the sequel, as well as an expanded roster of stars.

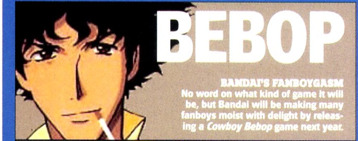
MAGIC GATE TO STICKS OF MEMORY

With PSP and PSX both making use of Sony's ubiquitous Memory Sticks, expect a PS2 memory card with a slot for the stick-of-gum-sized storage to appear at around the same time. Memory Sticks offer much more space than the existing PS2 cards, and they'll make it much easier to transfer pictures, music, and game saves. Expect a system-update disc to ship with the adapter that will allow the PS2 to work more easily with PSP and other Stick-enabled devices.

E-MAIL ME!

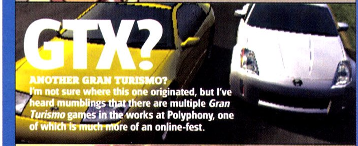
Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_maclaver@ziffdavis.com



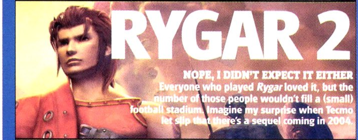
BEBOP

BANDAI'S FANBOYGASM
No word on what kind of game it will be, but Bandai will be making many fanboys moist with delight by releasing a *Cowboy Bebop* game next year.



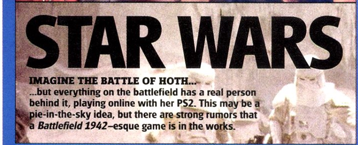
GTX?

ANOTHER GRAN TURISMO?
I'm not sure where this one originated, but I've heard mumblings that there are multiple *Gran Turismo* games in the works at Polyphony, one of which is much more of an online-fest.



RYGAR 2

NOPE, I DIDN'T EXPECT IT EITHER
Everyone who played *Rygar* loved it, but the number of those people wouldn't fill a (small) football stadium. Imagine my surprise when Tecmo let slip that there's a sequel coming in 2004.



STAR WARS

IMAGINE THE BATTLE OF HOTH...
...but everything on the battlefield has a real person behind it, playing online with her PS2. This may be a pie-in-the-sky idea, but there are strong rumors that a *Battlefield 1942*–esque game is in the works.

Illustration by Greg White

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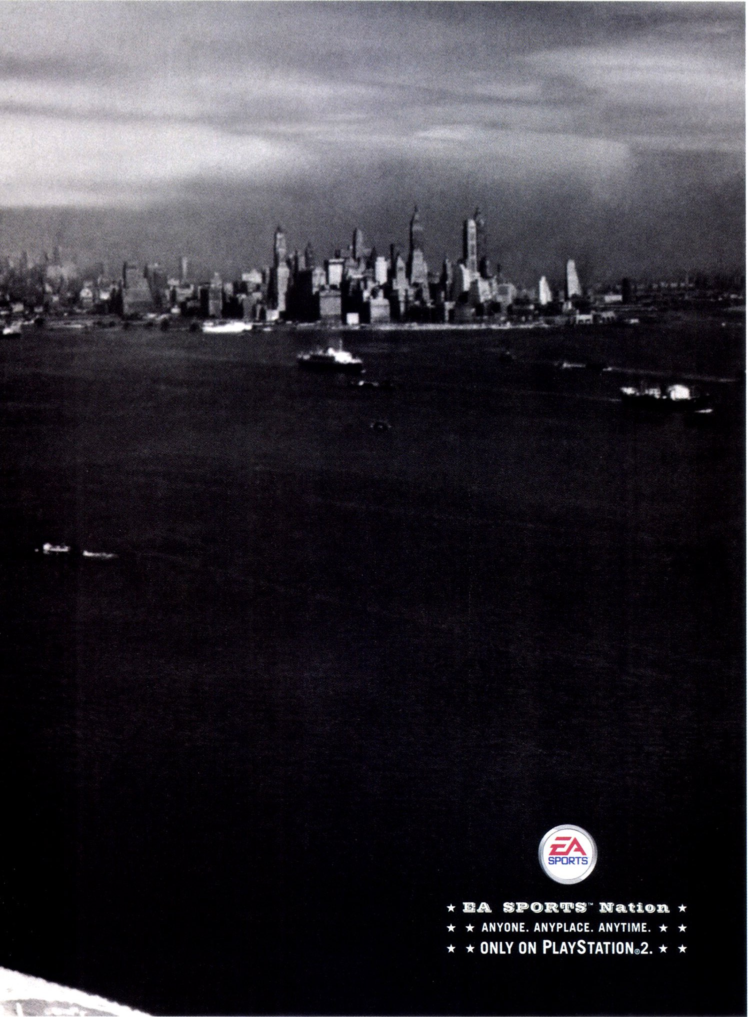
RAPTO
15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PlayStation®2

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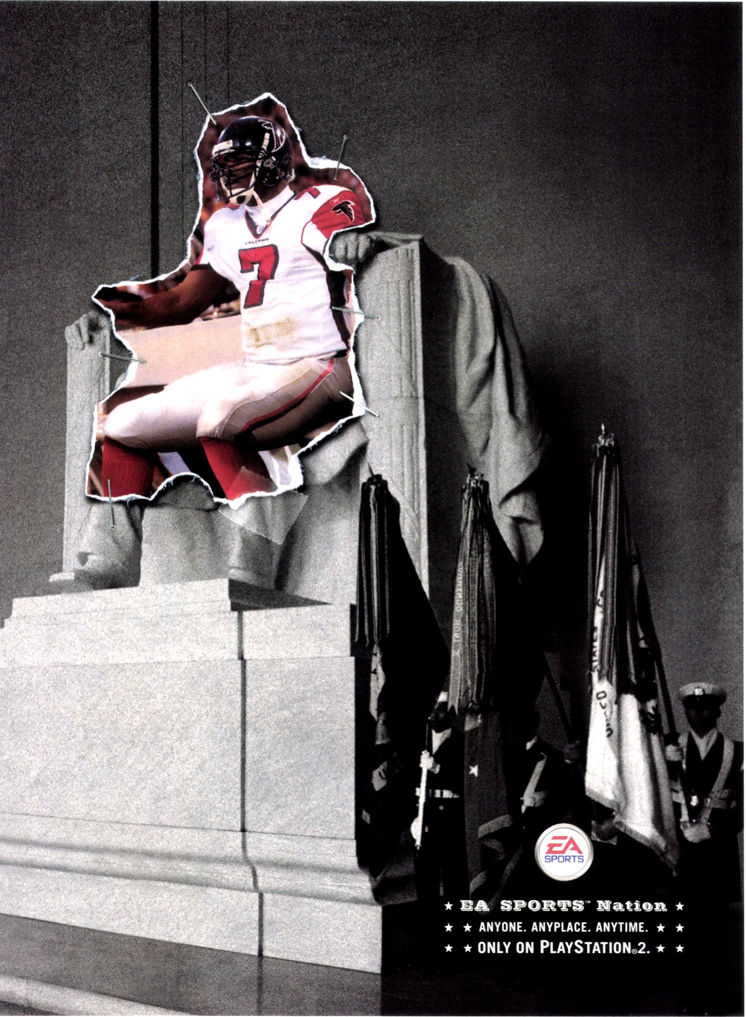
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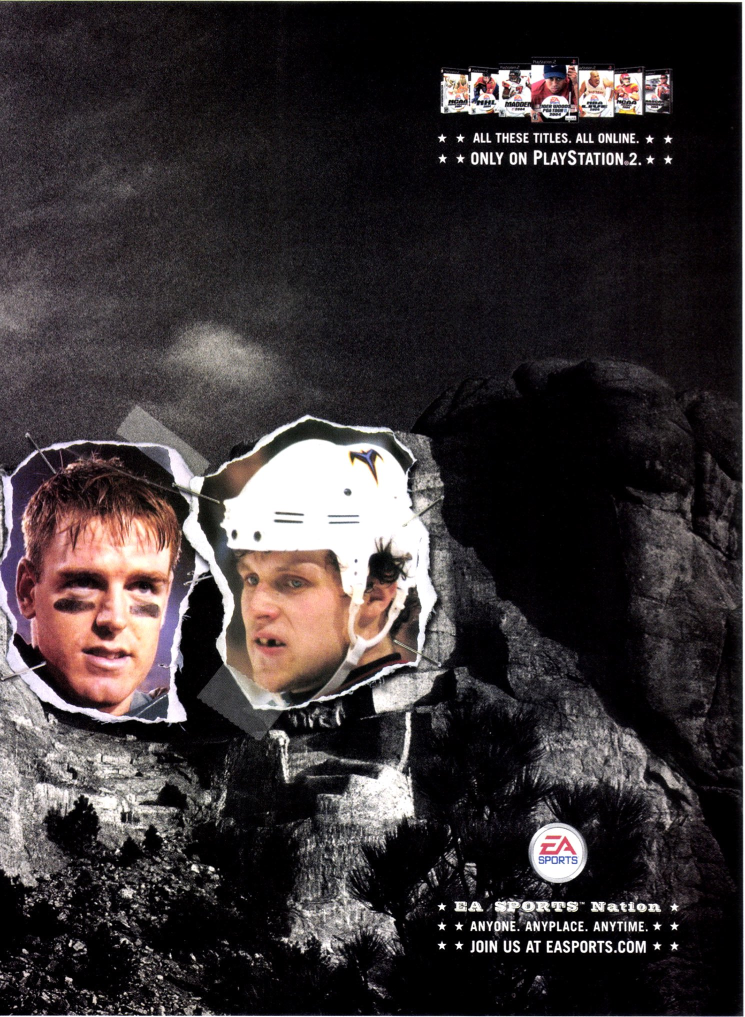
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DID YOU KNOW?
Tiger Woods' real first name is Eldrick. Now you know why he had so much free time to practice his swing.

SOUND STATION

By John Scalzi

Starring Tiger Woods PGA Tour 2004

Brand New: *Deja Entendu*

Brand New gets points in my book for the following: First, for slamming the rubber-burning Camaro of Blink-182-like power-punk into the frail record-store-clerk body of emo and creating a sound that actually works. Second, for having lyrics with images that are both new and evocative, like this one in the song "Guernica": "If I could, I would shrink myself and sink through your skin to your blood cells and remove whatever makes you hurt." Third, for nifty song titles such as "Okay I Believe You, But My Tommy Gun Don't" and "Me vs. Maradona vs. Elvis." In a word: neat.

Final Score ★★★½

DMX: *...And Then There Was X*

I don't like most gangsta rap for the same reason I don't like most heavy metal: Both genres are full of lazy, doped-up musicians hacking out lame adolescent fantasies. But I have to give DMX a pass because even if he's carrying on the adolescent gangsta flame, he does it with such damn *authority* that he transcends the fundamental silliness of the genre. Tracks such as "The Professional" and "Here We Go Again" play like gripping short stories, and DMX acts them out well. No wonder he's rocking in the cinemas. Gangsta usually blows, but here's an exception that proves the rule.

Final Score ★★★★

Revolution Smile: *Above the Noise*

REVOLUTION SMILE

The band that answers the not-exactly-burning question: Who is the next Filter? Why anyone would want to be a denatured version of a band that in itself is a denatured version of Nine Inch Nails is beyond me, but I guess everyone has to live their dreams, small as they may be. There's one really ginchy track here, a gem called "The Ride of Los Angeles," which owes a certain debt to the Jesus and Mary Chain (a good thing), but other than that, it's your basic second-stage-at-OzzFest, industrial-light grinding—good if you like that sort of thing, indifferent if you don't.

Final Score ★★½

Rooney: *Rooney*

Memo to bands and music labels: CDs that hijack my computer to show me crap I don't want only make me more likely to go on a download spree on Kazaa. As for *Rooney*, the first three tracks on this CD could be the music that's played on *Scooby-Doo* when the gang is being chased by Old Man Withers in the monster suit, and that's a big plus in my book. This is what they mean when they talk about "effortless, jangly guitar pop," and there's not a bum track on the CD. It's so catchy that I'm actually holding back a half star because I don't trust myself to be sufficiently critical. Ask me again in a month.

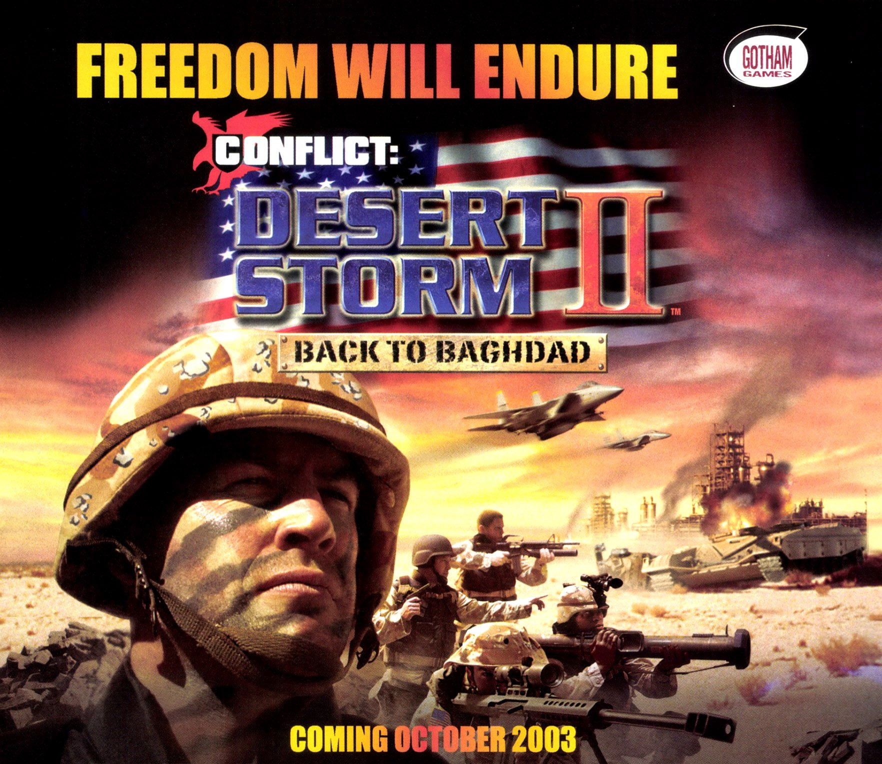
Final Score ★★★★

Roscoe: *Young Roscoe Philaphoria*

Blech. Utterly undistinguished rap that sounds like Roscoe went down to Barnes & Noble, picked up a *Rap for Dummies* book, and followed the directions within. I mildly enjoyed "Smooth Sailing," which as promised has a smooth '70s vibe (this has less to do with Roscoe than his Earth, Wind & Fire sample), but everything else is same old, same old. This is another of those CDs that tries to hijack my computer, but in this case, the skipping that the hijacking provoked in the tracks gave the music more texture. In case you're wondering, that's not a good thing.

Final Score ★½

photo from Getty Images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Alcohol Reference
Mild Language
Violence

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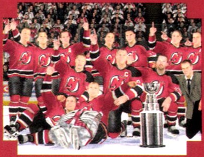

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BEFORE THEY WERE STARS...
One of Paul Walker's first roles was on Michael Landon's *Highway to Heaven*, in 1986.

DVD REVIEWS

By John Scalzi

2 FAST 2 FURIOUS

(Paul Walker, Tyrese)

The Fast and the Furious is an incomprehensible pile of animal dung, but it has superbitchin' cars and the burly Vin Diesel, and that's enough for, what, $150 million at the box office? But once Diesel bailed on the sequel, all that was left was wan WB wannabe Paul Walker, and that hardly seemed enough to go on. Then the producers did something reasonably smart: They hired John Singleton as director. Singleton, who famously became the youngest person ever nominated for a Best Director Oscar (for *Boyz N the Hood*), hasn't improved notably since that release (note his lackluster job with *Shaft*), but he's still young and plugged in, and he's still a better director than the first film's hackmaster Ron Cohen.

The result: *2 Fast 2 Furious* is a better movie than its predecessor. It's still not a *good* movie, since it's not about anything but young people in fast cars doing things with said cars that in the real world would end in paralysis or death. But this one has flash, style, and actual heat, provided by Singleton and Tyrese, who is Walker's new sidekick. Tyrese has the visual magnetism you'd expect from a former model but also the ability to act. Additionally, the kids tear up Miami, and that's just the sort of town that needs a good tearing up. So, is this a recommendation? I guess it is, and no one's more surprised than I am. The DVD includes outtakes and deleted scenes, plus features on tricking out cars, making music with Ludacris, and going to celebrity driving school. Ah, to be young and hot.

2 FAST 2 FURIOUS

Movie Score: ★★★
DVD Extras Score: ★★★

UPCOMING DVD RELEASES

September 2, 2003
24: Season 2
A Man Apart
Alias: Season 1
Angel: Season 2
Eddie Izzard: Glorious
Escape to Witch Mountain
Identity
Monty Python's The Meaning of Life: SE

September 9, 2003
Bulletproof Monk
The Core
Family Guy: Volume 2
Sleeping Beauty: SE

September 16, 2003
Anger Management
Monty Python and the Holy Grail: Collector's Edition

September 23, 2003
Holes
A Mighty Wind
Smallville: Season 1

September 30, 2003
2 Fast 2 Furious
Bend It Like Beckham
The Osbournes: Season 2
The Tick: The Entire Series

ANGER MANAGEMENT

(Adam Sandler, Jack Nicholson)

All the Adam Sandler fans who were confused and hurt by *Punch-Drunk Love* were calmed and reassured by *Anger Management*, which has Sandler back on familiar territory. As a big, fat bonus, it also features Jack Nicholson in a foam-spewing fury—think of his performance in the last 20 minutes of *The Shining* turned up to 11. There is the minor problem that the movie isn't actually interesting or funny, but that's never been a problem for Sandler fans. So, Sandler fans, have a ball. Everyone else, just keep moving and try not to look at those poor unfortunates. Sandler and director Peter Segal offer commentary; there are also deleted scenes, bloopers, and featurettes.

Movie Score: ★★
DVD Extras Score: ★★★

BEND IT LIKE BECKHAM

(Parminder Nagra, Keira Knightley)

You don't need to be Indian or have Indian friends to really enjoy this film, but if you are or you do, man, NFSU™

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OH YEAH, THIS IS AN ACTUAL GAME SCREEN.

MULTITALENTED
Harry Shearer (pictured below) co-wrote much of the music for *A Mighty Wind*, *Spinal Tap*, and *Waiting for Guffman*. He's also Principal Skinner on *The Simpsons*.

www.kos-mos.org
A uniquely designed site dedicated to gaming's sexiest android. Scroll to the left.

is this flick a hoot. Either way, you'll certainly head to the nearest Indian restaurant after seeing it. "Clash of immigrant generations" stories aren't new, but this tale of a young Indian woman in London who wants to play soccer, much to the disapproval of her parents, is done with so much style, freshness, and comedic timing that if you're not enjoying yourself thoroughly, you may be incapable of appreciating humor. If this is the case, you should go rent *Anger Management*. The DVD comes with commentary, deleted scenes, featurettes, and, in a nice touch, a recipe database. Yum.

Movie Score: ★★★★
DVD Extras Score: ★★★½

BULLETPROOF MONK
(Chow Yun-Fat, Seann William Scott)

Given the near-universal agreement that Chow Yun-Fat is the coolest human being currently walking the surface of the planet, the fact that the very best Hollywood can do with him is mediocre fluff like *Bulletproof Monk* is something akin to a global catastrophe. On the other hand, Chow is so damn cool that he manages to remain cool here, even as he's partnered with the SO not cool Seann William Scott, who plays a streetwise disciple to Chow's Yoda-rific immortal monk. The plot is inconsequential. The action is acceptable. Chow Yun-Fat rocks. Someone get him a good American movie, please. The DVD has deleted scenes, making-of featurettes, director and writer commentaries, and an alternate ending.

Movie Score: ★★★
DVD Extras Score: ★★★

THE CORE
(Aaron Eckhart, Hilary Swank)

Earth's core has stopped rotating, so a team of scientists needs to light some A-bombs to get it going again. This idea is so remarkably stupid that if you tried it out on a geophysicist, you'd see him stroke out in disbelief, but for the purposes of making a reasonably entertaining disaster film with lots of cool CGI, this concept is good enough. The actors (including Aaron Eckhart as a hunky scientist and Hilary Swank as a hotshot pilot) tend to be overwhelmed by the special effects, but when you make the interior of Earth look like a big lava lamp, what do you expect? For extras, you get director commentary, deleted scenes, and making-of stuff.

Movie Score: ★★★
DVD Extras Score: ★★★

A MAN APART
(Vin Diesel, Larenz Tate)

Oh, you know. Upstanding law-enforcement official takes the law into his own hands after drug dealers bring events too close to home. But this time, it's Vin Diesel, doing his muscular, beefy thing, and as I've noted before, the man has a lot of charisma. So even though you know exactly where this is going, you don't mind, because Diesel is acting as tour guide. However, a note to Mr. Diesel—you can keep making crap for only so long before people forever associate you with it. Just a thought. No extras announced at press time.

Movie Score: ★★★
DVD Extras Score: N/A

A MIGHTY WIND
(Christopher Guest, Parker Posey)

Christopher Guest has made a career out of creating "mockumentaries" (*This Is Spinal Tap*, *Waiting for Guffman*), and each one has been pretty damn amusing. Indeed, there's a word for these films, one you can't use to describe other recent movies: droll. *A Mighty Wind* is about the hippy-drippy world of folk music, so on one hand, the film plays like hell imagined by PBS. But on the other, the characters have surprising depth, especially the now-fractured folk duo played by Eugene Levy and Catherine O'Hara. In short, the film is smart and funny, and that's a reason to celebrate right there. Guest and Levy add commentary, and there are 15 extra scenes and a few Easter eggs.

Movie Score: ★★★★
DVD Extras Score: ★★★½

MONTY PYTHON'S THE MEANING OF LIFE: SE
(John Cleese, Eric Idle)

This is the most vile and vulgar of the *Monty Python* movies, which is saying something. But in its own sick and twisted way, it's also the most thoughtful and (dare I say it?) metaphysical. Not that you'll be concentrating on the metaphysical during the "Every Sperm is Sacred" song or the live organ-donation scene, but it's something to think about afterward. There's already a DVD version of the *The Meaning of Life*, but this special edition adds some worthwhile goodies, including commentaries, deleted scenes, songs, educational tips, a feature on fish, a John Cleese short, an Eric Idle intro, and (for the metaphysicians among you) a feature called "The Meaning of the Making of the Meaning of Life." Man, I'm dizzy.

Movie Score: ★★★★
DVD Extras Score: ★★★

SLEEPING BEAUTY: SE
(Walt Disney)

Storywise, this isn't even close to being one of the best Disney animated films. But in terms of visual design, it really can't be beat. With the exception of *Fantasia*, Disney's never done anything as visually adventurous as this one, with its clean, angular look and green-and-purple-dominated color scheme. Yes, Disney still manages to throw in lots of kitsch (come on, it wouldn't be Disney if it didn't), but real fans of animation and visual design could do a lot worse than to go through this one with a freeze-frame button and sketch pad. There are decent DVD extras, too, from discussions on the film's visual design and background creation to live reference footage. There are also a few games for the kids.

Movie Score: ★★★★
DVD Extras Score: ★★★½

THE TICK: THE ENTIRE SERIES
(Patrick Warburton, Liz Vassey)

I don't know why anyone thought a live-action version of *The Tick* had a chance at survival. Apparently, the people at Fox didn't, which is why they pit it against NBC's Thursday lineup. But the three of us who *did* watch it chuckled ourselves silly at the adventures of the world's dimmest superhero, his nebbishy sidekick Arthur, and his various loser superhero friends. All the episodes are here, which is sad; in a perfect world, this series would still be on, while, say, *King of Queens* would have died a quick death. No DVD extras.

Movie Score: ★★★½
DVD Extras Score: N/A

ADMIT IT
You think KOS-MOS is hot, too
Who cares if she's a computer-generated representation of an artificial life-form?

ANIMANIA!
From Japan with love

Cartoon Inspires, Game Inspires...
Shocking absolutely no one, Monolith Soft and Namco have announced plans for an animated spinoff of cult-favorite sci-fi RPG *Xenosaga*. Exactly what form it will take has yet to be announced, and it's not even clear which studio will be involved in the production, but more details are surely forthcoming as the slow hype wave for *Xenosaga Episode II* builds.

25 Years, Still Kicking
You *will* buy Pioneer's DVD release of the classic *Lupin the 3rd* movie, *Mystery of Mamo*, available nearly everywhere as you read this. We have no interest in your petty complaints about the quality of its '70s-vintage animation. It is hardcore, no-frills, no-excuses, hot-and-jazzy *Lupin* action as all sane people demand it, and it must meet with massive commercial success to ensure a flood of other classic *Lupin* discs.

She's Cute and She Breathes Fire
Bandai's rather light but serious suspense series *Witch Hunter Robin* is set for a later release than previously expected, with the first American DVD scheduled for October. But it should stay on smart viewers' radars nonetheless, since the original cast of characters—especially bespectacled heroine Robin—and great music by Taku Iwasaki (*Read or Die*) put this one a cut above the average anime.

But in 10 Years, Who Knows?
Now that Central Park Media has *Patlabor* TV back on something resembling a regular release schedule, the series should be on any fan's shopping list. Six or seven volumes will be out by the fall, reaching into some of the most interesting movements of the series. In October, CPM will also release a collected edition of the original OVA series for a bargain price. It's a great mecha show, a great cop show, and a great slice of human comedy; plus, it needs more support. After all, we haven't yet gotten the *New Files* OVAs on DVD.

Anime Eats the Apple
Satoshi Kon, the director responsible for wrecking our heads with *Perfect Blue* and *Millennium Actress*, has announced that his latest film will premiere at the Big Apple Anime Fest in New York. A lucky few will catch the first screening of *Tokyo Godfathers*, the story of three homeless men and an abandoned baby, from August 29 through 31. That's just one of several attractions at this year's festival; check out www.bigappleanimefest.com for all the details.

–Dave Smith

MISTER MOSQUITO
He's back, in *Ka 2*. No one has picked it up for U.S. release yet, but we're guessing Eidos will again do the honors.

BY THE NUMBERS

IN ASSOCIATION WITH EB GAMES electronics boutique

PS2 Top 20 Sales

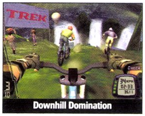
One day, when we're old and moldy, we'll think back to this chart and smile warmly, remembering the good old days. Ah, yes, it was different then...or so we'll tell our kids, who'll just grimace and walk away.

You know what we want to see? A college football game that stresses academics. After all, what's gonna happen when you blow out that knee for the last time? Whatchu gonna do then, huh?

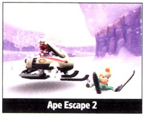
	Title/Publisher	Rating
1	**NCAA Football 2004** (EA Sports)	★★★★★
2	**Silent Hill 3** (Konami)	★★★★½
3	**Big Mutha Truckers** (THQ)	★★★
4	**NBA Street Vol. 2** (EA Big)	★★★★★
5	**Tomb Raider: The Angel of Darkness** (Eidos)	★★
6	**Midnight Club II** (Rockstar)	★★★★★
7	**.hack//INFECTION** (Bandai)	★★★½
8	**James Bond 007: NightFire** (EA Games)	★★★★½
9	**Arc the Lad: Twilight of the Spirits** (Sony CEA)	★★★★
10	**Grand Theft Auto: Vice City** (Rockstar)	★★★★★
11	**Silent Line: Armored Core** (Agetec)	★★★½
12	**Enter the Matrix** (Atari)	★★★
13	**Downhill Domination** (Sony CEA)	★★★★
14	**Harry Potter and the Chamber of Secrets** (EA Games)	★★★½
15	**Ape Escape 2** (Ubi Soft)	★★★★½
16	**Rygar: The Legendary Adventure** (Tecmo)	★★★★½
17	**Chaos Legion** (Capcom)	★★★½
18	**Dynasty Warriors 4** (Koei)	★★★★½
19	**Resident Evil: Dead Aim** (Capcom)	★★★½
20	**DDRMAX: Dance Dance Revolution** (Konami)	★★★★

Silent Hill 3

Big Mutha Truckers



Downhill Domination



Ape Escape 2

Source: EB Games, July 2003. Numbers reflect the sales at EB and its affiliated outlets, and don't include other retail outlets. That's probably why you'll never see *Deer Hunter* crack the top 10. Japan's top 10 and the top 10 rentals come from other sources. Game descriptions written by the *OPM* staff.

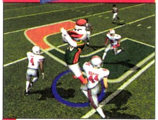
PS1 Top 10 Sales

1	**DBZ: Ult. Battle 22**	Atari
2	**Final Fantasy Origins**	Square
3	**InuYasha**	Bandai
4	**Bratz**	Ubi Soft
5	**Namco Museum Vol. 3**	Namco
6	**Final Fantasy Tactics**	Square
7	**DDR Konamix**	Konami
8	**Beyblade**	Crave
9	**Ms. Pac-Man Maze Mad.**	Namco
10	**Wheel of Fortune**	Hasbro

Japan's Top 10 PS2 Games

1	**Initial D: Special Stage**	Sega
2	**Jikkyou Pro Baseball 10**	Konami
3	**Tokyo Extreme Racer 01**	Genki
4	**Silent Hill 3**	Konami
5	**MegaMan X7**	Capcom
6	**R-Type Final**	Irem
7	**Enter the Matrix**	Bandai
8	**Prince of Tennis**	Konami
9	**SOCOM: Navy SEALs**	Sony
10	**Ka 2: Let's Go to Hawaii**	Sony

Top 10 BLOCKBUSTER Rentals



1	**NCAA Football 2004 (PS2)**	EA
2	**Enter the Matrix (PS2)**	Atari
3	**Midnight Club II (PS2)**	Rockstar
4	**Tomb Raider: Angel (PS2)**	Eidos
5	**The Hulk (PS2)**	Universal Int.
6	**NBA Street Vol. 2 (PS2)**	EA Big
7	**Star Wars: KOTOR (XB)**	LucasArts
8	**The Great Escape (PS2)**	Gotham
9	**Midnight Club II (XB)**	Rockstar
10	**NCAA Football 2004 (XB)**	EA

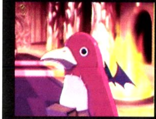
SOURCE: BLOCKBUSTER, WEEK ENDING JULY 27, 2003

Top 10 Sales, All Systems

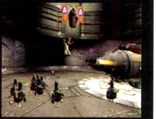
1	**NCAA Football 2004 (PS2)**	EA
2	**Star Wars: KOTOR (XB)**	LucasArts
3	**WarCraft III: FT (PC)**	Blizzard
4	**NCAA Football 2004 (XB)**	EA
5	**DBZ: Legacy II (GBA)**	Atari
6	**Star Wars Galaxies (PC)**	LucasArts
7	**Advance Wars 2 (GBA)**	Nintendo
8	**Pirates Caribbean (XB)**	Bethesda
9	**D. Kong Country (GBA)**	Nintendo
10	**Tomb Raider: Angel (PS2)**	Eidos

Trend Spotter: Penguins

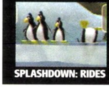
We thought we were seeing things. We thought it was all in our heads. But, no—they really are taking over the world, starting with our PS2 games. Those evil, evil penguins are everywhere!



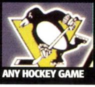
DISGAEA: HOUR OF DARKNESS



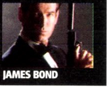
WALLACE & GROMIT



SPLASHDOWN: RIDES



ANY HOCKEY GAME



JAMES BOND

Frosty Reception

Sucks to be any of those *other* snowboarding games.

945,678

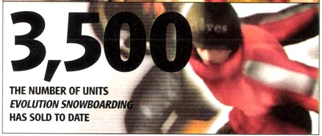
THE NUMBER OF UNITS *SSX TRICKY* HAS SOLD TO DATE (ACROSS ALL SYSTEMS)

123,983

THE NUMBER OF UNITS *COOL BOARDERS 2001* HAS SOLD TO DATE

72,943

THE NUMBER OF UNITS *DARK SUMMIT* HAS SOLD TO DATE



3,500

THE NUMBER OF UNITS *EVOLUTION SNOWBOARDING* HAS SOLD TO DATE

SOURCE: NPDFUNWORLD (AS OF JUNE 2003)

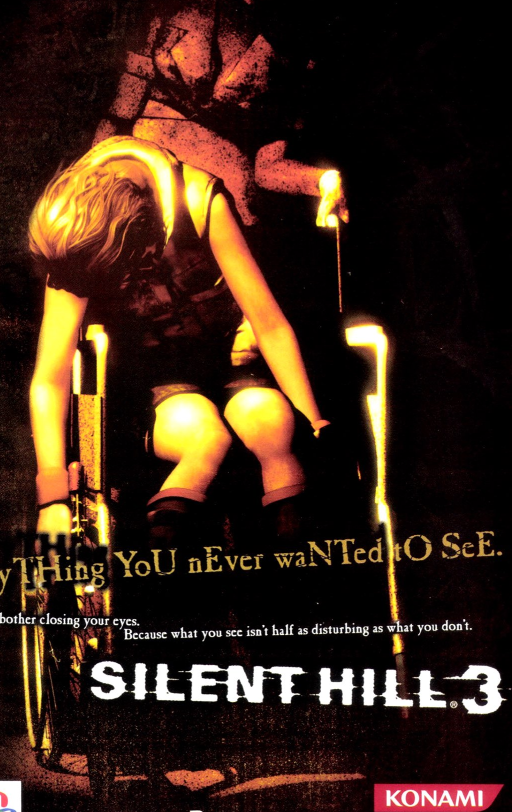
Includes Soundtrack CD

Haunting new tale

Hideous new creatures

Disturbingly detailed graphics

Brutal new weapons


EveRyTHing YoU nEver waNTed tO SeE.

Don't bother closing your eyes.
Because what you see isn't half as disturbing as what you don't.

SILENT HILL® 3

MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Violence

PlayStation® 2

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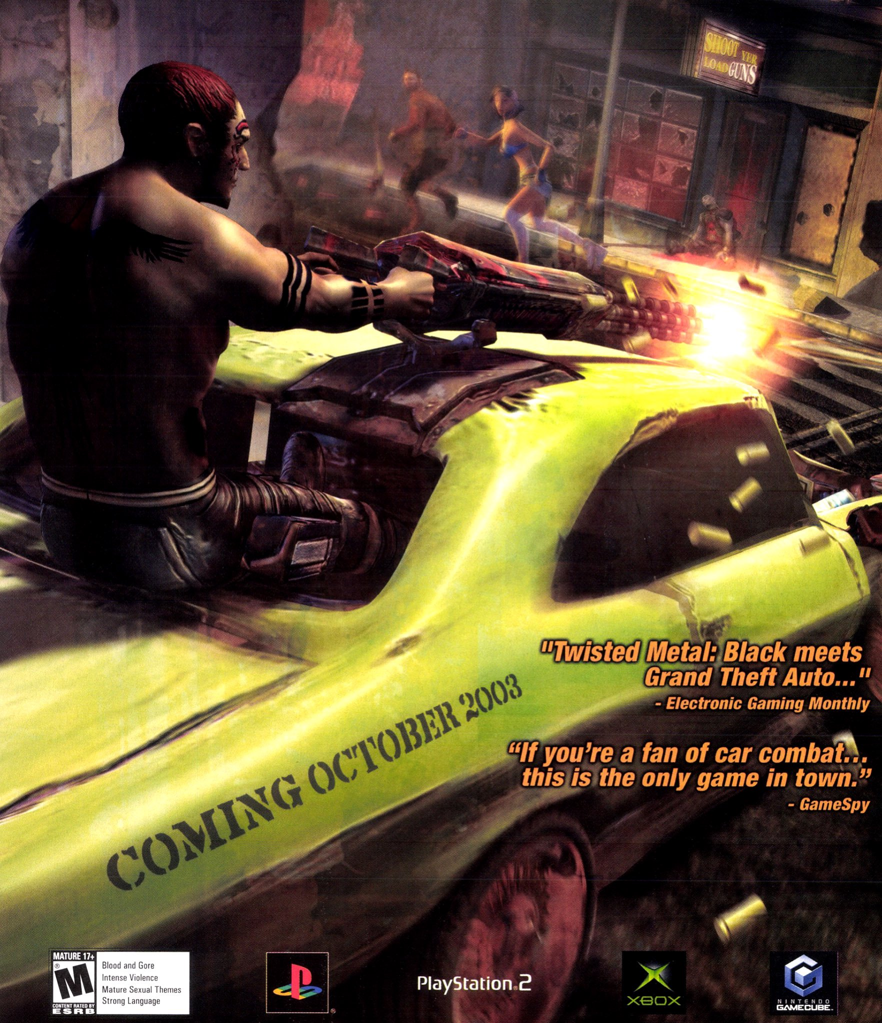

"Twisted Metal: Black meets Grand Theft Auto..."

- Electronic Gaming Monthly

"If you're a fan of car combat... this is the only game in town."

- GameSpy

MATURE 17+
M
CONTENT RATED BY ESRB

Blood and Gore
Intense Violence
Mature Sexual Themes
Strong Language

PlayStation 2

XBOX

NINTENDO GAMECUBE

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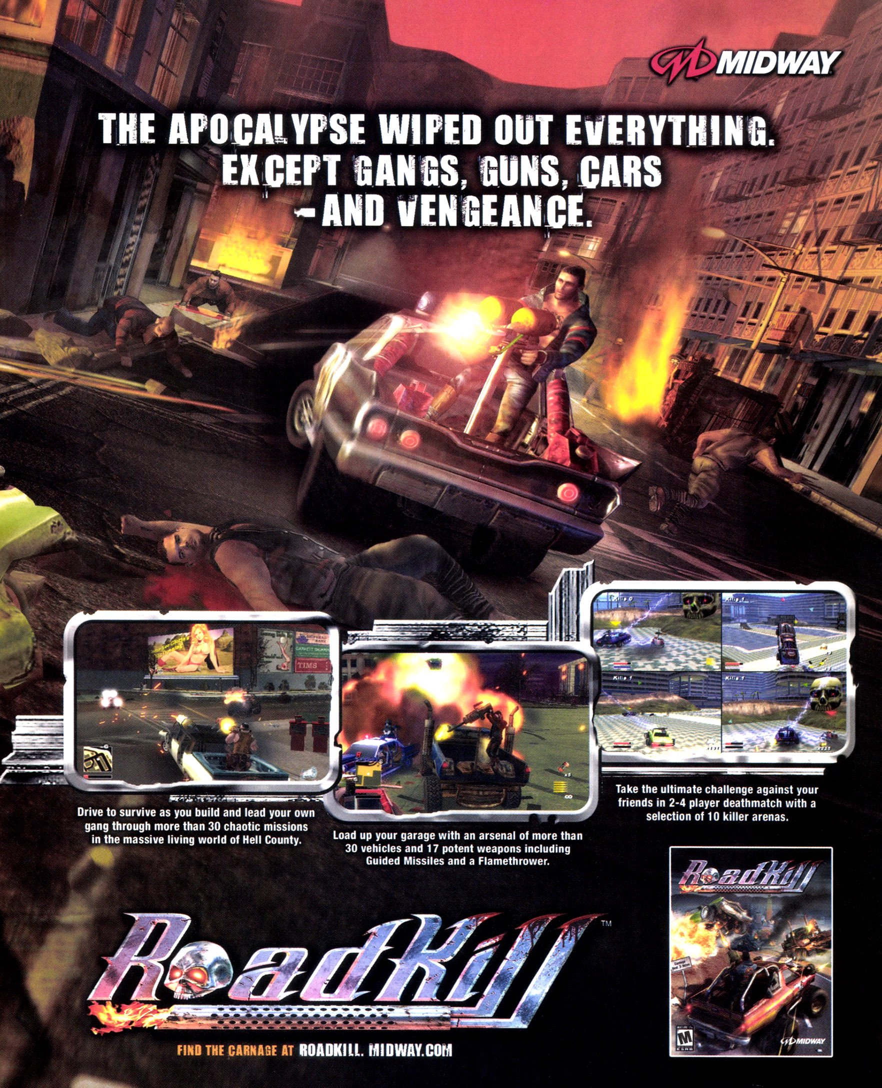
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EXCEPT GANGS, GUNS, CARS
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MIDWAY

Drive to survive as you build and lead your own gang through more than 30 chaotic missions in the massive living world of Hell County.

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TEEN
T
CONTENT RATED BY ESRB
Violence

DESTINY. CRUSADE OF A LIFETIME.

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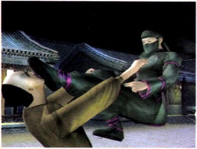
4 Playable Characters: Li Mu Bai, Yu Shu Lien, Jen, and "Dark Cloud" Lo.



Superhuman Martial Arts: Master the dizzying combos from the film.

Expanded Storyline: Unlock bonuses and experience multiple endings.

Ubi Soft
www.ubi.com
Genki
XBOX
PlayStation 2
GAME BOY ADVANCE

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Hunting down the coolest games.

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MANHUNT

FIRST LOOK

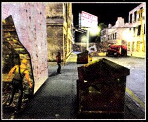
Metal Gear Snuff

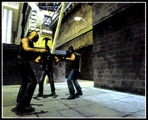
While we assume Rockstar is crafting *Grand Theft Auto 4* with the strictest of secrecy, the company has seriously surprised us (and gamers everywhere) with *Manhunt*, its foray into urban horror.

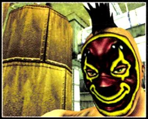
Imagine the events of *The Running Man* as directed by a snuff-film fanatic intent on the most gruesome violence for his next real-death masterpiece. After going through a fake execution, James Earl Cash is dumped into the dilapidated streets of Carcer City, courtesy of the Director. Several armed gangs pursue him, leaving you, as Cash, with the need to sneak around, hiding wherever possible and using one of 20 weapons to take out the hunters. Every horrific execution, whether by plastic bag or baseball bat, is viewed through one of the many cameras scattered around (hence, the snuff-film feel) by the Director, who wants to compile the ultimate snuff-film montage. In fact, he often delivers hints your way and gives you objectives to get through. But since the Director always wants more grisly death, his advice may not always turn out to be so helpful. Oh, and since Cash was "executed," don't expect any help from friends or allies—they all think you're dead.

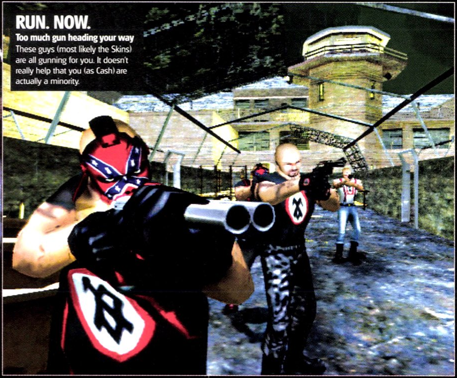
Cash sometimes plays the hunter role himself. In the White Rabbit level (one of around 20), you pursue a man clad in a dingy bunny costume. You're armed with a shotgun at this point, so stealth doesn't matter as much—it's in your best interest to continually run around, popping hunters left and right as you keep the rabbit in sight. We expect the rest of *Manhunt* to turn out every bit as twisted.

Publisher: Rockstar Games **Developer:** Rockstar North **Release Date:** October





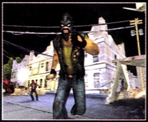


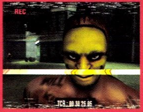


RUN. NOW.

Too much gun heading your way

These guys (most likely the Skins) are all gunning for you. It doesn't really help that you (as Cash) are actually a minority.





FREAKS AND GEEKS

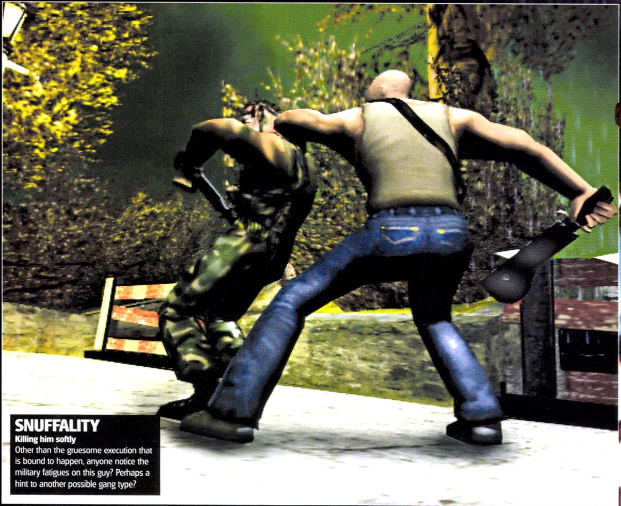
No hunting licenses here

The first gang that hunts you is the Hoods—just your normal thugs. Things get tougher with the Smileys (left), certified freaks, followed by a band of white supremacists known as the Skins. All other gangs are secret for now.

84
OCULAR
A good look at Eye Toy
Making PS2 even more fun

92
QUESTING
We champion *Champions*
It's *EverQuest*, only cool

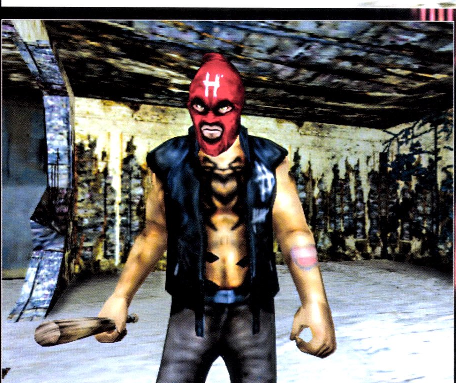
94
DEFIANT
Raziel returns
So does Kain in *Defiance*

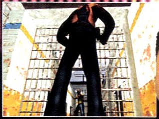


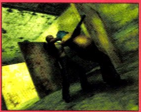
SNUFFALITY

Killing him softly

Other than the gruesome execution that is bound to happen, anyone notice the military fatigues on this guy? Perhaps a hint to another possible gang type?







DAY OF THE DEAD

Snuffing out fools

Each weapon triggers a unique death animation, each as grim as you'd suspect. As if choking someone with a plastic bag weren't bad enough, how about propping a hunter onto your knee and then breaking his neck by swinging the bat down on his head? Yikes!

MANCHAT

SCOOTER: When I heard the title *Manhunt*, I thought it'd be a *GTA* clone in which you play as a bounty hunter chasing down bad boys; so imagine my surprise when it turns out to be a focused suspense-horror game with snuff films (!) as the major influence. How do you all feel about Rockstar North venturing into psychological-horror territory?

JOE: Honestly, the premise feels like a gimmick for getting as much gore into the game as possible. I dunno, it could end up being scary, but what I've seen so far doesn't creep me out in the slightest.

SCOOTER: For me, it's not so much that the game is creepy, but those executions make me squirm every time I see them. Using a glass shard to shank a guy multiple times in the face or breaking someone's neck with a bat just makes me go "yikes!" and throw my hands up in the air.

CHRIS: Like Joe, I'm not sold on *Manhunt* yet. It could be interesting, but the only reason for the hype is that this is a Rockstar game. Simple as that.

JOHN: It worked for *State of Emergency*; a million suckers jumped on that crapfest.

GARY: There's something not quite manly about the game's name. I mean, *Manhunt*.... Why not just call it *Torso* or something equally as mantastic? Either way, I get a bit queasy when it comes to snuff films, so this definitely won't be in my PS2.

JOHN: *GTA* courted controversy with its content, but in a way that was fitting with the whole gangster vibe. I want to see more on *Manhunt*, but this time, the violence does seem to be getting a bit gratuitous. I mean, is it really necessary to beat a guy with a baseball bat with a nail in the end?

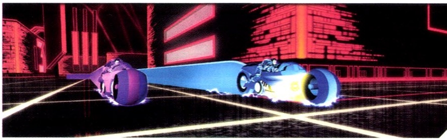
JOE: Only if the guy is Gary.

CHRIS: Or Sam.

SAM: Just for that little comment, I quit!

UPGRADE
THE ACTION.
DOWNLOAD
THE DANGER.

TRON® 2.0



BUENA VISTA INTERACTIVE

TEEN T CONTENT RATED BY ESRB Violence

PC CD ROM

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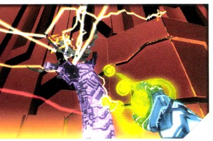

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MONOLITH

Ubi dooby doo!

MECHNER ON TRACK
Prince creator Jordan Mechner also designed *The Last Express*, a 1997 PC graphic adventure set on a train.

HANDS ON

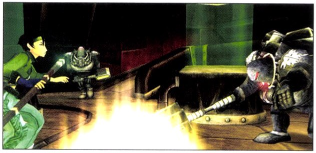
BEYOND GOOD & EVIL

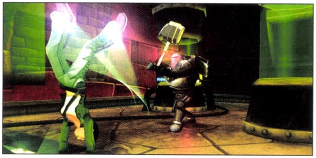
A new look for a new kind of heroine

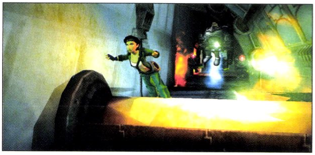
At first, we were taken aback. We really dug Jade's girl-next-door image—a nice contrast to all the Lara Croft look-alikes out there. So why butch her up? Does she really need 22 percent more sassiness?

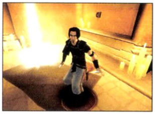
Then we played the game, and you know what? Jade's new look suits her just fine. In fact, we quickly forgot that she once looked any different. She's still the same photojournalist, after all, on a sprawling quest to save the world. And her game is still just as remarkable. With a well-integrated mix of action, exploration, stealth, combat, picture taking, puzzle solving, driving, and shooting sequences, *BG&E* is definitely one of our top picks for the holiday season—new look and all.

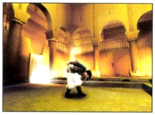
Publisher: Ubi Soft **Developer:** Ubi Soft **Release Date:** November

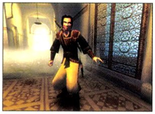












PRINCE OF PERSIA THE SANDS OF TIME

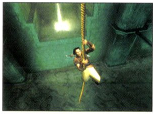
If only we could speed up time...

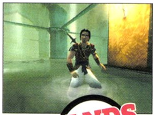
We got really excited about this game the moment we saw it. So the fact that we get *more* excited every time we see more of it says a lot.

The Prince now has a bunch of new moves—most notably a lunging attack that allows him to leap at a wall and then propel himself toward his enemies, sword extended, like an arrow. He also has a few new combos that help him take out enemies lickety-split.

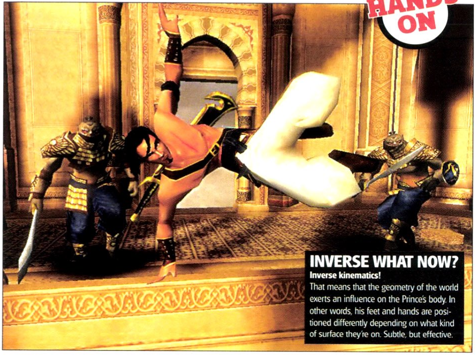
We've seen much more of the environment, too. In an obvious nod to *Ico*, the game takes place in one huge palace, and at different points in the game, you can look down from balconies or across vast courtyards at areas you've already traversed. Thankfully, *Prince* won't be as short as *Ico*—early estimates peg it at 15 hours.

Publisher: Ubi Soft **Developer:** Ubi Soft **Release Date:** November

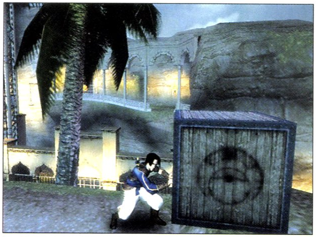




HANDS ON



INVERSE WHAT NOW?
Inverse kinematics!
That means that the geometry of the world exerts an influence on the Prince's body. In other words, his feet and hands are positioned differently depending on what kind of surface they're on. Subtle, but effective.



RAVAGES OF TIME
Don't get all bent out of shape
Notice anything different about the Prince's outfit in the various screens on this page? Right, they're, uh, different. When the game begins, he's a clean-cut, somewhat arrogant soldier in an invading army. (He's also fully dressed.) But as his travails take him all over the palace, he's beat up and scraped up, and he loses his shirt along the way. He also acquires a number of different swords as the game progresses; we're still waiting to find out if they're just bigger and sharper or if they actually offer some serious power upgrades. Not like he needs it, though—he may look a little, er, fine-boned, but the Prince is one hardy customer.

PARLEZ VOUS BELGIQUE?
We should point out that although we identify *XIII* as a French comic, it's actually *from* Belgium...where they speak French.

BATTLE STAR
To the left: Adama in the *Battlestar Galactica* game. To the right: Adama on the TV show, 40 years later.

XIII

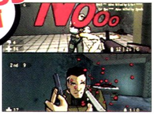
HANDS ON

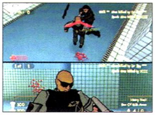
All about the multiplayer

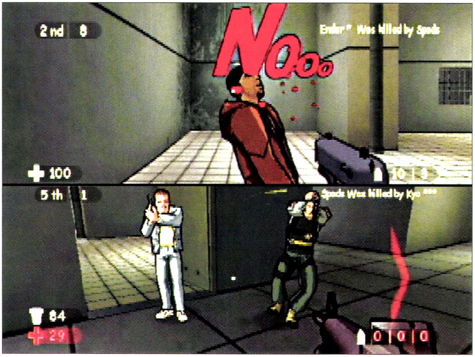
Details about this stylish first-person shooter have been surfacing at a slow pace, but after some conniving, we were able to score an exclusive multiplayer preview. The multiplayer mode is still very early, but it gives a good impression of what we can expect in the finished product.

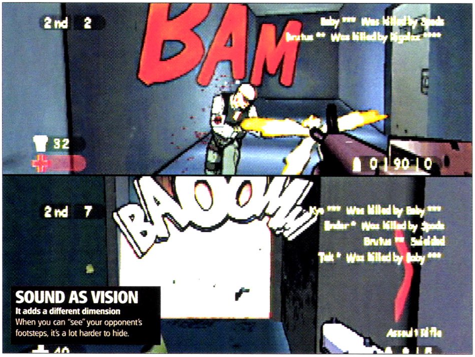
Multiplayer levels consist of complex, tightly interconnected environments; most of the rooms seem to have multiple entry points (standard doorways plus frequent heating ducts and crawl spaces), so maintaining constant 360-degree surveillance is an absolute must. In spite of the complexity, the action is extremely fast, approaching *TimeSplitters*' breakneck pace. Weapon selection ranges from pistols to bazookas, with some grenades thrown in for that surprise factor. So far, it doesn't look like you'll be able to use the gadgets from the single-player game...but like we said, it's early.

Publisher: Ubi Soft **Developer:** Ubi Soft Montreal **Release Date:** November





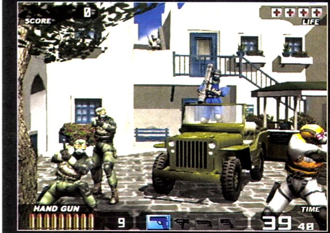

2nd 8
NOoo
Endar* Was killed by Spads
100
10 | 3
5th 1
Spads Was killed by Kyo ***
84
29
0 | 0 | 0


2nd 2
BAM
Baby *** Was killed by Spads
Brutus ** Was killed by Rigolez ****
32
0 | 90 | 0
2nd 7
BAOOM!
Kyo *** Was killed by Baby ***
Endar* Was killed by Spads
Brutus ** Suicided
Tak* Was killed by Baby ***
Assault Rifle

SOUND AS VISION

It adds a different dimension

When you can "see" your opponent's footsteps, it's a lot harder to hide.


SCORE
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LIFE
HAND GUN
9
TIME
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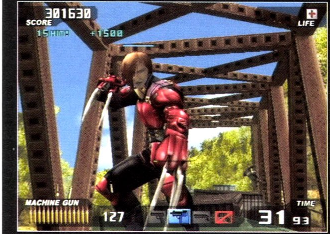
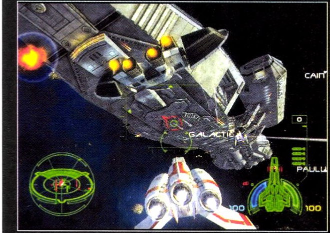

301630
SCORE
15HIT!
+1500
LIFE
MACHINE GUN
127
TIME
31 93

TIME CRISIS III

No matter what nostalgic piece of your heart *Duck Hunt* may hold, *Time Crisis II* is hands-down the greatest light-gun game ever. Leave it to the next game in the series to top it. It's too early to say anything definitive, but *Time Crisis III* certainly has great potential. Once again, you and a friend (or the CPU) take unique paths throughout the same level in a frenetic arcade blastathon. Fun stuff.

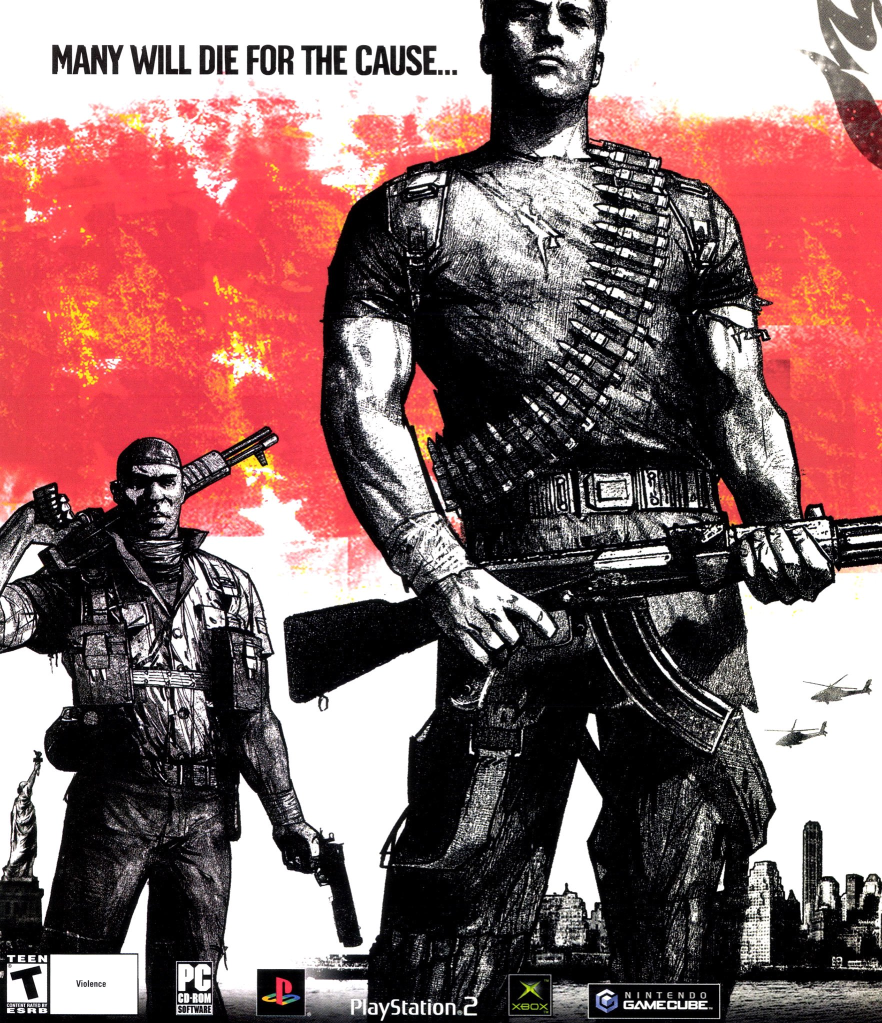
Publisher: Namco **Developer:** Namco **Release Date:** October 21


CAPT
GALACTICA
PAULU
100
100

BATTLESTAR GALACTICA

Forty years before the events in the *Battlestar Galactica* TV show, the Cylon-Colonial Wars were drawing to a close, and a young ensign named William Adama had just garnered his first assignment aboard the Galactica. Thus begins *Battlestar Galactica*, the game. You control the young Adama through a multitude of space-combat missions in an attempt to end the mechanical Cylon menace once and for all.

Publisher: Vivendi Universal **Developer:** Warthog **Release Date:** Fall


MANY WILL DIE FOR THE CAUSE...
TEEN
T
CONTENT RATED BY
ESRB
Violence
PC
CD-ROM
SOFTWARE
PlayStation 2
XBOX
NINTENDO
GAMECUBE

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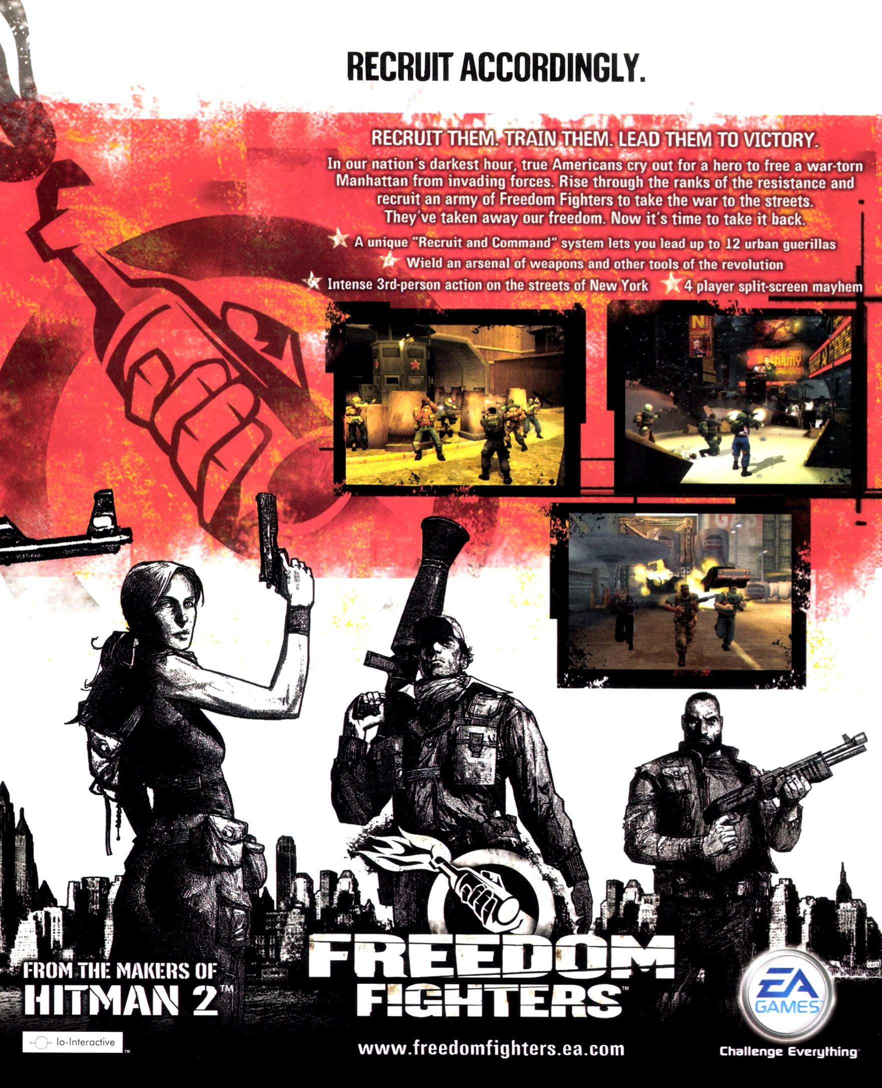


RECRUIT ACCORDINGLY.

RECRUIT THEM. TRAIN THEM. LEAD THEM TO VICTORY.

In our nation's darkest hour, true Americans cry out for a hero to free a war-torn Manhattan from invading forces. Rise through the ranks of the resistance and recruit an army of Freedom Fighters to take the war to the streets. They've taken away our freedom. Now it's time to take it back.

- ☆ A unique "Recruit and Command" system lets you lead up to 12 urban guerillas
- ☆ Wield an arsenal of weapons and other tools of the revolution
- ☆ Intense 3rd-person action on the streets of New York
- ☆ 4 player split-screen mayhem

FROM THE MAKERS OF
HITMAN 2™

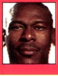
FREEDOM FIGHTERS™

Io-Interactive™

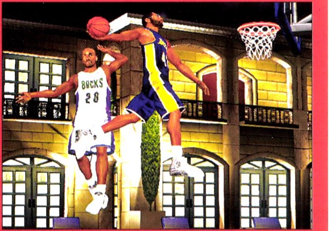
www.freedomfighters.ea.com

EA GAMES™
Challenge Everything™

Swish!



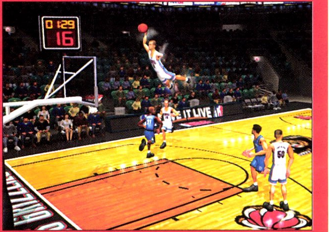
DID YOU KNOW?
Pearl Jam's classic album *Ten* got its name from the jersey number of former Net Mookie Blaylock.



NBA BALLERS

NBA Ballers isn't the only basketball game this year to include a 1-on-1 mode...but it's the only one to include *only* a 1-on-1 mode. The game takes a very lifestyle-focused approach: You win in order to earn material items and better your rep with one of 60 current players or 24 all-time legends. The courts might remind you of a *Cribs* episode, with settings like Tim Duncan's pad in the Virgin Islands. Play online, too.

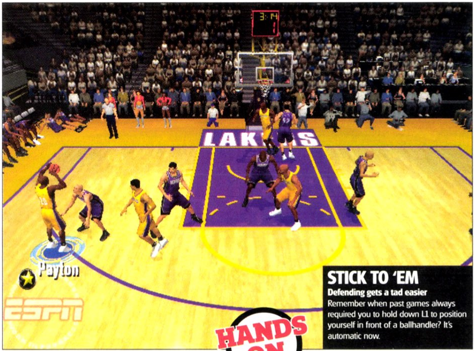
Publisher: Midway Sports Asylum **Developer:** Midway **Release Date:** October



NBA JAM

If *NBA Jam* inspired *NBA Street*, it's fair to say Acclaim's (formerly Midway's) now decade-old franchise borrows from EA Big's hoops series as well. *Jam* certainly still feels like the game it was back in the day (only now in full 3D with 3-on-3 play, not 2-on-2), but now your team is set on fire when you max out your Jam meter (similar to *Street*'s Gamebreaker)—it's not one guy getting three baskets in a row.

Publisher: Acclaim **Developer:** Acclaim **Release Date:** October



STICK TO 'EM

Defending gets a tad easier

Remember when past games always required you to hold down L1 to position yourself in front of a ballhandler? It's automatic now.

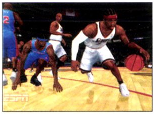
HANDS ON

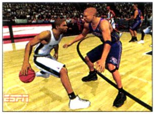
ESPN NBA BASKETBALL

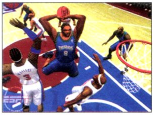
You'll be playing 24/7

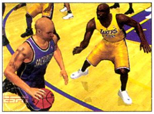
Ever since *NBA 2K2*, Sega's brand of basketball has had EA's *Live* series at its mercy. But does a change in franchise name mean Sega's dominance will probably change as well? Not likely. *ESPN NBA Basketball* continues the *2K* series just the way you'd want it to—by keeping everything you liked in previous games and adding all kinds of cool subtleties. Take the uniforms: In previous games, your shirt and shorts stayed basically still as your players moved; now, everything moves just as physics would dictate. You'll also see around 1,000 new animations and better ESPN integration. And we're really looking forward to 24/7 mode, which awards you with special items and matchups depending on the actual date and time.

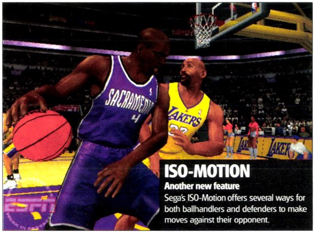
Publisher: Sega **Developer:** Visual Concepts **Release Date:** October







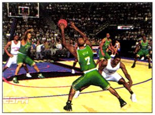


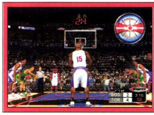


ISO-MOTION

Another new feature

Sega's ISO-Motion offers several ways for both ballhandlers and defenders to make moves against their opponent.





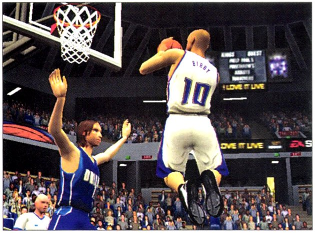
FREE THROWS

A little more complicated this year

See the red bars in the basketball at the upper right? Center them with the analog sticks (like in previous games), but make sure the little ball going up and down is in the middle before you hit ⊗. You can miss short or long now.

NEW DUDS
Expect new uniforms this year for the Cleveland Cavaliers, Denver Nuggets, and Houston Rockets.

SUPER SABLE
During her time away from the WWE, Sable served as the model for superheroine The 10th Muse.

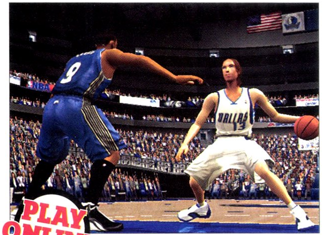


NBA LIVE 2004

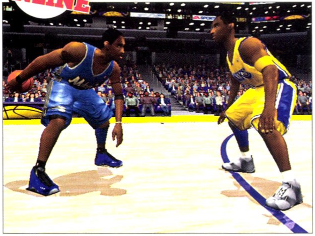
Is this the year?

We all know that *NBA Live* has made great strides over the past couple of years to become a pretty great basketball game—just not as great as the Sega *NBA 2K* series. With another year of development under its belt, could this edition of *Live* finally match the competition? It's tough to say right now—our playable version is *very* early. But we think it's safe to assume the solid gameplay in last year's version, complete with its single-button play calling and Freestyle Control with the right analog stick, is only better now. The game also promises better defensive A.I., especially when it comes to rebounding—expect some mad battles in the paint. Marv Albert returns to call the action, this time joined by fellow TNT announcer (and "Czar of the Telestrator") Mike Fratello. And just like any other EA Sports game out there, *Live* includes lots of EA Trax and historic teams. Plus, you can play online (even 1-on-1) with voice chat.

Publisher: EA Sports **Developer:** EA Canada **Release Date:** October



PLAY ONLINE

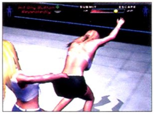


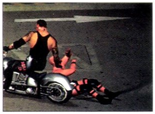
WWE SMACKDOWN! HERE COMES THE PAIN

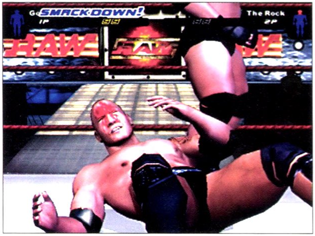
Now with bra-and-panties match. Finally.

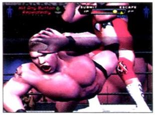
Another year, another *SmackDown!*, right? Well, yeah...pretty much. But just like every new THQ *WWE* game, *Here Comes the Pain* adds a few modes and match types not seen before. This year's highlight: the bra-and-panties match. Now, choose your favorite WWE diva—be it Trish Stratus, Torrie Wilson, or even Sable (yep, she's back!)—to take part in a catfight in which pins don't matter...and only stripping your opponent down to her underwear does. For those wanting a little more than T&A, First Blood and Elimination Chamber matches also make their debut. Story mode also gets a face-lift: WWE writers have scripted an all-new course of events for the game—not an adaptation of the previous WWE season. We hope the new additions can save the series from its recent mediocrity.

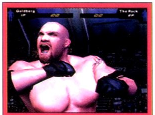
Publisher: THQ **Developer:** Yuke's **Release Date:** November



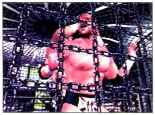


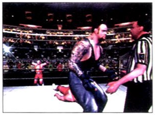


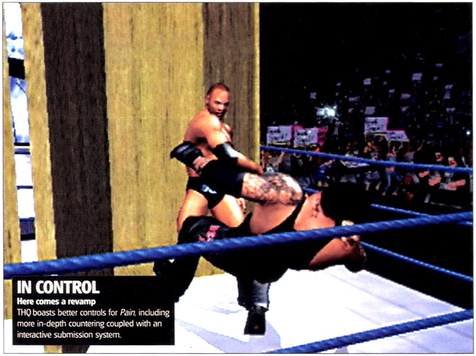




GOLDBERG
Making his PS2 debut
Having speared his way into the WWE, Goldberg has made his presence felt like a jackhammer. He joins 54 other wrestlers on the roster for *Here Comes the Pain*—drums and all. The only question is, who's next? (We're hoping Stephanie McMahon.)

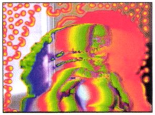






IN CONTROL
Here comes a revamp
THQ boasts better controls for *Pain*, including more in-depth countering coupled with an interactive submission system.

AN '80s EYE TOY
Oculus Orbus was one of many gross offerings from the Madballs toy line.



EYES ON
EYE TOY
PlayStation 2

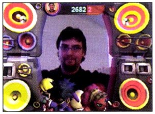
Smile!

EYE TOY

Who cares if you look like an idiot?

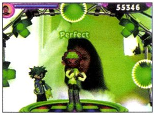
We know, OK? We know the idea of Eye Toy sounds ridiculous. Watching someone flail about in front of a television certainly *looks* ridiculous. You're just going to have to trust us on this one: Eye Toy freakin' rocks. Now, come with us as we explore every motion-sensing game on Eye Toy's disc.

Publisher: Sony CEA **Developer:** Sony CEE **Release Date:** October



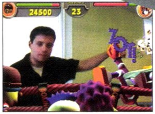
BEAT FREAK

It's sort of like a dancing game, but you use your arms instead of your feet. You see CDs float toward one or more of the speakers in the corners, and then you tap the speaker just as the CD hits it in time to the music.



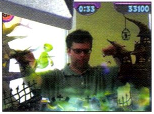
BOOGIE DOWN

This one's a little bit like Simon Says: A model shows you a sequence of arm positions, and you imitate them—in order, from memory—in time to the music. It's not exactly rocket science, but it's diverting for a while.



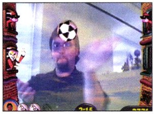
BOXING CHUMP

Put up your dukes and smack the robot...er, monkey...er, whatever the heck he is. "Boxing Chump" isn't that great of a boxing game since it's pretty much impossible to block, but it can be a fairly satisfying experience.



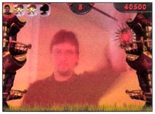
GHOST CATCHER

Well, so catch the ghosts—duh. Chase the little glowing ghoulies around the screen, then flutter your fingers at them to make them explode. But watch out for the swarm of bats that attacks you every now and then.



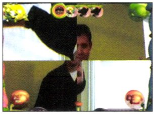
KEEP UPS

This is one of the highlights of the disc: Bounce a soccer ball off your head, your hands, your elbows—whatever. Keep it from falling off the screen and aim for miscreant simians leaning out the windows for extra points!



KUNG FOO

Smack the attackers jumping at you from the wings, but don't let them hit your head! Survive through two rounds and you'll go to the bonus round where you get to smash boards. It's astonishingly satisfying.



MIRROR TIME

This sounds a lot easier than it is. You're supposed to hit green targets in the corners of the screen and avoid the red ones...but every so often the screen turns upside down or reverses—or does both at once.

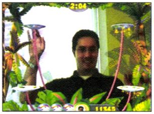
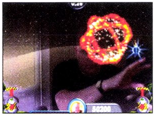


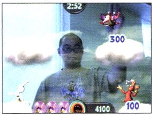
PLATE SPINNER

Spin the plates by waving your hand behind them...but not too fast or they'll take flight and float away. And don't spin them too slowly, because they'll fall off. Meanwhile, you have to swat monkeys trying to reach them.



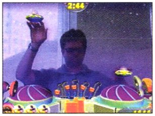
ROCKET RUMBLE

Picture *Fantavision* minus the controller. Tap fireworks as they fly through the sky to activate them, then hit one of the plungers at the bottom of the screen. Chain together different colors with neutral rockets!



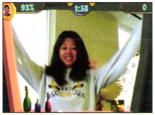
SLAP STREAM

This one is probably the weakest of the bunch: Smack monkeys and monsters off clouds but avoid the sexy bunnies. It's pretty much as uninteresting as it sounds, and it's a lot more difficult than you'd think.



UFO JUGGLER

This one's sort of like Plate Spinner: Spin the UFOs to keep them airborne and moving until they head off the screen. Don't spin 'em too fast or they'll explode. You also have to take out the mad scientist's ship.



WISHI WASHI

Flail madly to get every bit of grit off the windowpane. The faster you clean the window, the more points you get and the faster you move to the next one. Yes, we know...like most of these, it sounds simple. But it's a blast.

EYECHAT

CHRIS: There's a lot of mixed reaction among gamers to Eye Toy. Some hate it for being too gimmicky, while others love it *because* it's so gimmicky. I'm in the latter category. This thing rocks!

JOHN: The name says it all–it's a toy. Treat it like that, and it's great fun. If you had this thing on at a party, it'd be the center of attention all night. People would only get up to go buy more weed.

GARY: I can't wait to get this puppy home and show it to my wife. I mean, I've tried everything to get her into gaming, but she just won't come around. This might change everything. It's so intuitive.

JOE: I look at these little games as proofs of concept, or tech demos. But that doesn't change the fact that it's freaking awesome to wave your hands in the air and control a game. And some of the whacked-out effects in the Playroom [like those crazy screenshots up top]: supercool.

CHRIS: Just imagine what the future could hold for Eye Toy: full-season baseball, deeper boxing games.... And how cool would a first-person lightsaber game be? Do it, LucasArts!

GARY: Dork.

JOE: I gotta agree with Chris here. Eye Toy's ability to distinguish movement is uncanny as it is. If the developers were to set a special color for the software to track, it could be even *more* precise. Like, you get a set of green stickers with your game, stick 'em on a broom handle, and voila–instant Jedi.

SCOOTER: Just imagine hypothetically waving your arms around to summon Bahamut in *Final Fantasy XV*. At least it'll make gamers exercise their arms more.

SAM: No thanks–I'll just stick to my Dual Shock for my RPGs.

JOE: Something else I just thought of: virtual keypads. Think *Minority Report*–navigating through menus and touch screens in midair. THE FUTURE IS NOW!!

SAM: Or you could take your mug shot and map it onto a character in the game. Imagine an *FFXI*-style game where everyone's running around with characters who sport their real-life faces.... Actually, on second thought...don't.

COMING SOON BAN DAI

侵食汚染 .hack Part 3 OUTBREAK™

DOT

In the 3rd chapter of the .hack saga, "The World" continues to deteriorate as the virus spreads out of control, and crosses the increasingly transient line separating "The World" and reality. As Kite, you must battle your way through "The World" before it implodes upon itself. In part 3 of the .hack series, you are faced with the distinct possibility that this virus might be unstoppable, leaving .hack part 4 to be something developed by Mr. Nawton or Sam Antic. And still no internet fees involved!

publisher **Bandai**//developer **Cyber Connect 2**
genre **Simulated MMORPG**//release date **Fall 2003**

You'll fight your way through contaminated servers and eliminate enemies, all in an attempt to uncover the cause of this debilitating virus that is slowly taking over the network. And don't forget about your friend Orca who's still in the coma!

I love part 3. I must admit I am addicted to the completely original gaming experience that .hack offers. I enjoyed part 1, and became addicted with part 2. The battles and story intensified, and the cast grew to include a motley crew of online/offline players. Moreover, the sensation of playing an online game intensified: emails and news items drew me further and further into "The World," and part 2 also has a cool mini-game — Grunty Racing.

A great story and addictive gameplay.

Team up with characters from the animated TV series.

In part 3, every individual element of this story steps up another notch. This series keeps getting better and better. I'm completely hooked! .hack part 3 is a must buy. And I can only add that .hack 4 had better come soon.

-Orca, Web News, Altimit.

Abrasive False Tragedy

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www.dothack.com

TEEN T CONTENT RATED BY ESRB
Mature Sexual Themes
Mild Language
Violence

.hack//SIGN

As seen on CARTOON NETWORK

PlayStation®2

BAN DAI®

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IF YOU WANT TO MAKE FRIENDS,

AOL keyword: NASCAR Thunder 2004

EVERYONE
E
CONTENT RATED BY
ESRB

PC
CD-ROM
SOFTWARE

PlayStation®2

online
BROADBAND AND DIAL-UP

XBOX

NASCAR

*Online and Multiplayer game play available for the PlayStation®2 computer entertainment system and PC only. INTERNET CONNECTIVITY required. PlayStation 2 console online play requires internet connection and Network Adaptor for PlayStation 2 (sold separately). All features not available on all platforms. See back of game pack for details. For EA SPORTS™ Talk, USB headset and broadband connection required.

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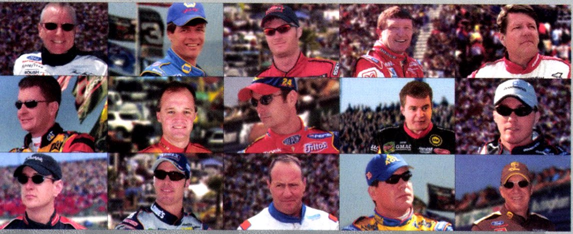

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Grudges and Alliances

Do right by your teammates and they'll help you out. Do wrong and they'll help you into a DNF.

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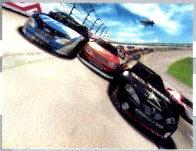
Chew up all 23 cup tracks, 12 road courses and 4 wild new tracks that are unsanctioned for a reason.



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Races end. Rivalries don't.

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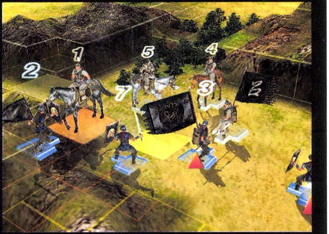
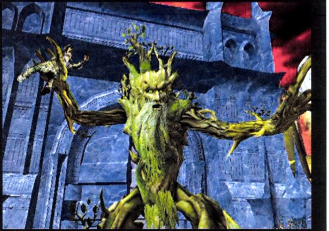
ANIMATED SPOILER
Can't wait for *Return of the King*? Check out the 1980 cartoon version available on DVD!

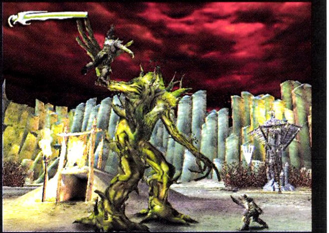


DYNASTY TACTICS 2

If *Dynasty Tactics 2* looks nearly indistinguishable from the original, there's a reason: What we've played of this tactical-strategy game looks essentially the same as its excellent, vastly underrated predecessor, with a few touch-ups here and there. Most notably, you can now play from Lu Bu's perspective, and the combo attacks that so distinguished *DT1* can now be performed by a single unit.

Publisher: Koei **Developer:** Koei **Release Date:** September





LOTR: THE TREASON OF ISENGARD

Black Label's game based on *The Two Towers* novel may keep Tolkien fans waiting a few more months, but at least now we have a better idea about a full third of the game we had been kept in the dark about: the Treebeard levels. As ol' Fangorn himself, go on an orc-killin' rampage en route to the destruction of Saruman's hood. Tear down walls with your roots like a mad tree possessed!

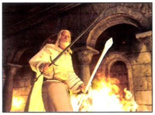
Publisher: VUG (Black Label) **Developer:** Surreal **Release Date:** Spring 2004

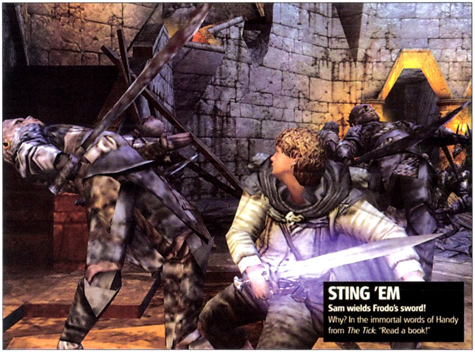
LORD OF THE RINGS
THE RETURN OF THE KING

Now you're the hobbits, too

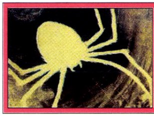
We've been showing you what's in store for EA's game based on Peter Jackson's final *Lord of the Rings* movie for months, but only now have shots of the hobbits involved been released—well, actually just Sam. Although part of your adventure involves controlling Frodo, most of your halfling happenings come courtesy of the furry feet of Samwise Gamgee. As you may remember from past previews, the game splits off into separate paths with its three groups of playable characters (Aragorn, Legolas, and Gimli; the hobbits; and Gandalf) as dictated by the story. Hobbit gameplay involves a great deal of stealth and environmental interaction—push a boulder onto an unsuspecting orc, for example, en route to Mount Doom and the One Ring's destruction.

Publisher: EA Games **Developer:** EA Redwood Shores **Release Date:** November





STING 'EM
Sam wields Frodo's sword!
Why? In the immortal words of Handy from *The Tick*: "Read a book!"



SPIDER-WOMAN
New Line's big secret
If you've read *The Two Towers*, you know about the huge spider, Shelob, that appears at the end. We'll see her in the *Return of the King* film and game, but we probably won't know what she looks like until the game's release.

GAMING DYNASTY
Air-combat sims from Totally Games won Action Game of the Year from our sister mag *Computer Gaming World* two years running: in 1988 and 1989.

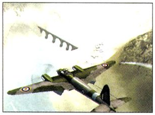
4.8 mil. Approximate population of Baghdad.

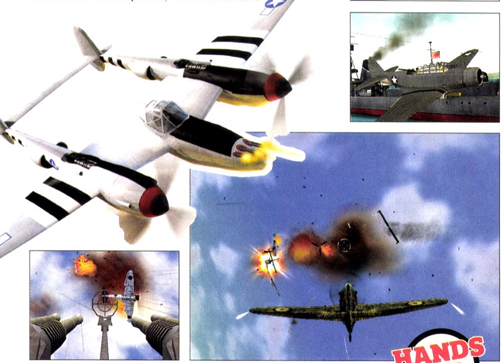
SECRET WEAPONS OVER NORMANDY

Deal death from above

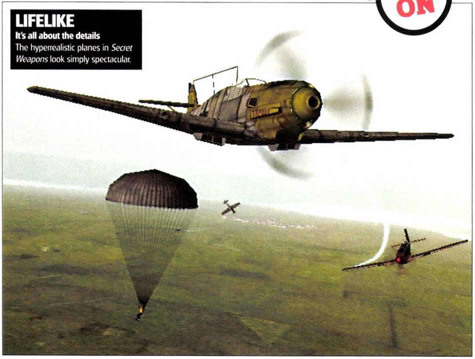
Sure, you've played *Medal of Honor: Frontline*, but did you ever notice what was going on above you as you stormed the beach on D-Day? The skies were awfully busy during WWII, and now you can get a taste of the chaos with this sequel to the PC classic *Secret Weapons of the Luftwaffe*. Like Totally Games' previous flight games (including the almost indescribably awesome *X-Wing/TIE Fighter* series on PC), you needn't concern yourself so much with the mechanics of flying; instead, you get to focus on important things like shooting down enemy planes, strafing aircraft carriers, and calling in allies for support. Real planes, real battles, and realistic radio chatter—it's all there.

Publisher: LucasArts **Developer:** Totally Games **Release Date:** Fall

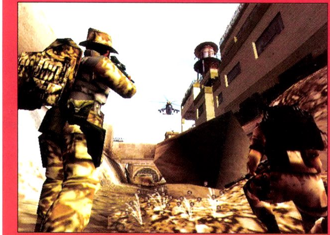


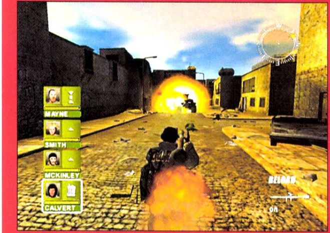


HANDS ON



LIFELIKE
It's all about the details
The hyperrealistic planes in *Secret Weapons* look simply spectacular.

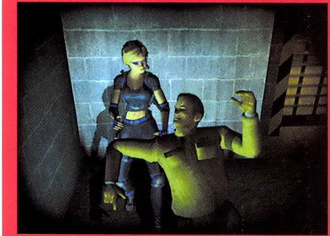




CONFLICT: DESERT STORM II–BACK TO BAGHDAD

If the control scheme of the first *Conflict: Desert Storm* grated on you like sand in your skivvies, relief is in sight. *Back to Baghdad* allows you to perform such revolutionary feats as turning off autoaiming and inverting your camera. The graphics are sharper, too, although they chop a bit at this early stage. And the game seems a lot harder.

Publisher: Gotham Games **Developer:** Pivotal/SCi **Release Date:** October

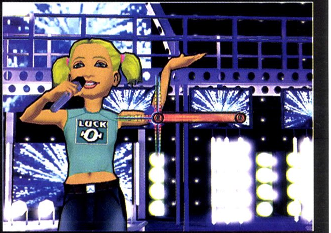


ROGUE OPS

Imagine Sam Fisher and Lara Croft had a daughter. Odds are, she'd bear a strong resemblance to Nikki Conners, the sassy heroine of *Rogue Ops*. She's got the *Splinter Cell* gadgets and the *Angel of Darkness* stealth attacks, plus the occasional original idea and a lot of variety: shooting, stealth, and even some puzzle solving. Right now, the controls are a bit slippery, but there's time for improvement.

Publisher: Kemco **Developer:** Bits **Release Date:** November

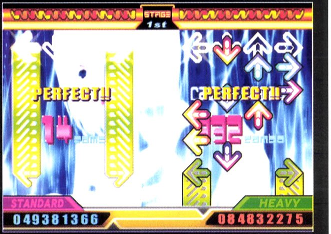
WHERE'S THE LOVE? Months ago, Konami had Jennifer Love Hewitt demo *Karaoke Revolution* with her own "music"...which isn't actually in the game!



AMERICAN IDOL

Codemasters isn't trying to fool anyone regarding the target audience for this music game based on today's current TV sensation—from its subject matter to its art style, *American Idol* is designed for adolescent girls. Other fans of the show might still get a kick out of "singing" Britney and Christina songs based on timed button presses, but we'll stick to *DDR*, we think.

Publisher: Codemasters **Developer:** Hothouse Creations **Release Date:** Fall



DDRMAX2: DANCE DANCE REVOLUTION

The *Revolution* continues with more rhythm-based dance-pad hopping in *DDRMAX2*. Pretty much every mode you remember from past games, from Work Out to Edit, returns, along with a few new ones: Learn the basics in Beginner, go through a series of themed songs in Nonstop, and play until you die in Endless. You might even know a few of the songs this time, as Konami has licensed some popular U.S. dance tunes.

Publisher: Konami **Developer:** Konami **Release Date:** September

SPACE CHANNEL 5 SPECIAL EDITION

So, what's so special about this version of *Space Channel 5*? Quite simply, *Space Channel 5 Part 2*. Although originally scheduled for release more than two years ago, Ulala's second rhythm-based adventure is only now seeing a Stateside release. As if finally getting to play *Part 2* weren't enough, Agetec also includes the Dreamcast original for any who missed it. (And based on the game's poor sales, that probably includes you.)

Publisher: Agetec **Developer:** Sega **Release Date:** October

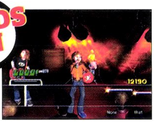
KARAOKE REVOLUTION

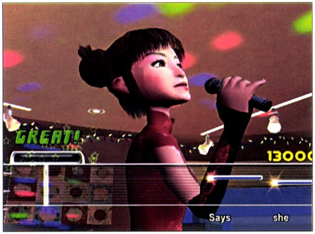
HANDS ON

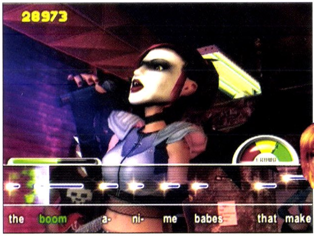
Your PS2 is now a karaoke machine

Everyone loves karaoke. But not everyone loves *performing* karaoke. Some of us are just too shy—or just too terrible—to be willing to get up in front of a crowd and sing the songs that make the whole world writhe. And karaoke machines are just too damn expensive. *Karaoke Revolution* is Konami's solution. Choose from 35 songs (we know 33 of 'em so far) that you can slaughter in the privacy of your own home with the help of any USB headset. But it's not just a simple sing-along; in order to open up all the songs, you need to sing both in time and on key to keep the virtual crowd happy. Luckily, the game includes a training mode that gives you the basics on how to hit—and hold—notes properly.

Publisher: Konami **Developer:** Konami **Release Date:** November







MIX TAPE

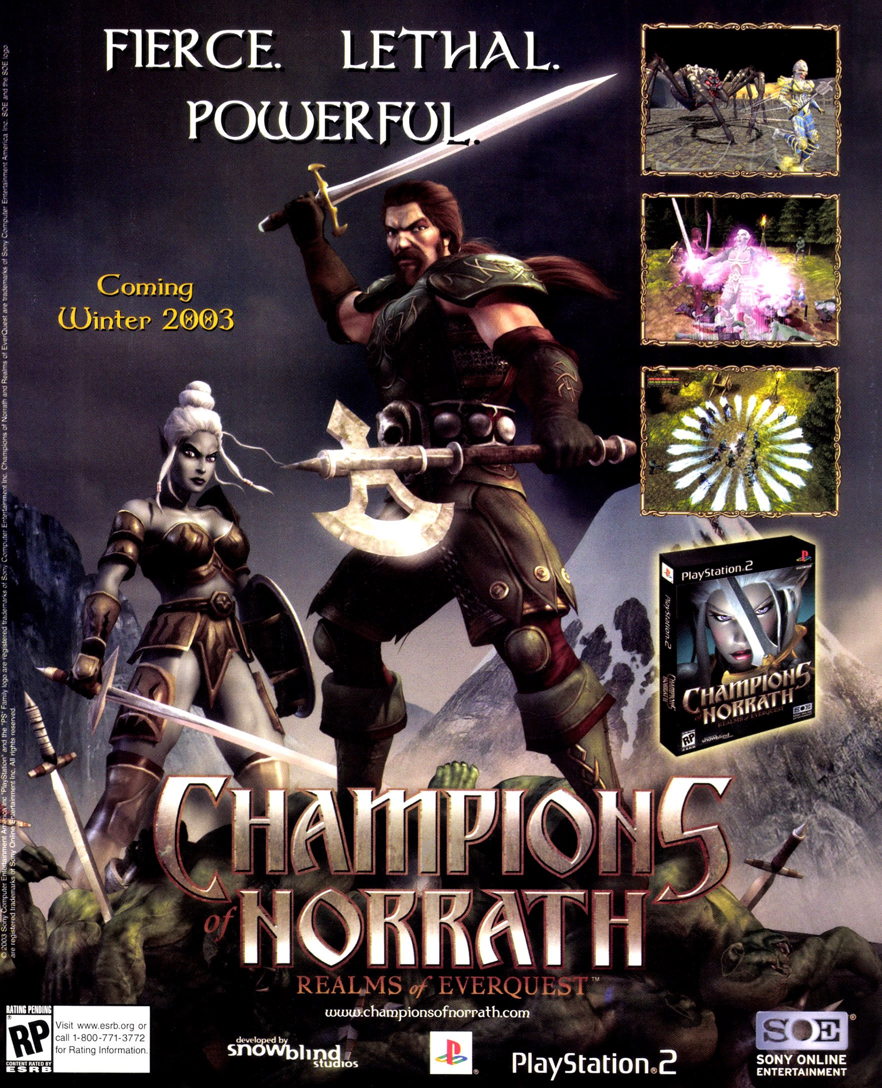
The musical lineup so far

Barenaked Ladies: "One Week"
Pat Benatar: "Hit Me With Your Best Shot"
The Black Crowes: "She Talks to Angels"
Michelle Branch: "All You Wanted"
Michelle Branch: "Are You Happy Now?"
Cher: "Believe"
Eagle Eye Cherry: "Save Tonight"
Aretha Franklin: "Chain of Fools"
Gin Blossoms: "Hey Jealousy"
Hoobastank: "Crawling in the Dark"
Michael Jackson: "Billie Jean"
Michael Jackson: "Smooth Criminal"

Norah Jones: "Don't Know Why"
Kool and the Gang: "Celebration"
Cyndi Lauper: "Girls Just Want to Have Fun"
Avril Lavigne: "Complicated"
Huey Lewis and the News: "The Power of Love"
Jennifer Lopez: "Waiting for Tonight"

Madonna: "Like a Virgin"
Bette Midler: "Wind Beneath My Wings"
Mr. Mister: "Broken Wings"
Olivia Newton-John: "You're the One That I Want"
Nickelback: "How You Remind Me"
R.E.M.: "End of the World As We Know It"
Diana Ross: "I'm Coming Out"

Simple Plan: "Addicted"
Sixpence None the Richer: "Kiss Me"
Percy Sledge: "When a Man Loves a Woman"
Dusty Springfield: "Son of a Preacher Man"
Sugar Ray: "Every Morning"
Van Halen: "You Really Got Me"
Vertical Horizon: "Everything You Want"
UB40: "Red, Red Wine"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BALDUR'S GATE
DARK ALLIANCE II

More hack, more slash

Now that Snowblind has gone off to Norrath, the boys at Black Isle have opted to tackle *Baldur's Gate: Dark Alliance II* themselves. Building upon the original *Dark Alliance* engine, *Dark Alliance II* adds new critters, spells (we particularly like the necromancer's Shadow Spray), enemies, and everything else you expect in a sequel. The biggest addition is the increase in classes from three to five (choose from a human barbarian, dark elf monk, moon elf necromancer, dwarven rogue, and human cleric). But the most welcome addition is the ability to smack your companion on the head to steal his gold. Watch out, though: If you're too busy busting your buddy's head, new baddies, like chimeras and badass illithids (mind flayers), might kill you.

Publisher: Vivendi Universal (Interplay) **Developer:** Black Isle **Release Date:** October

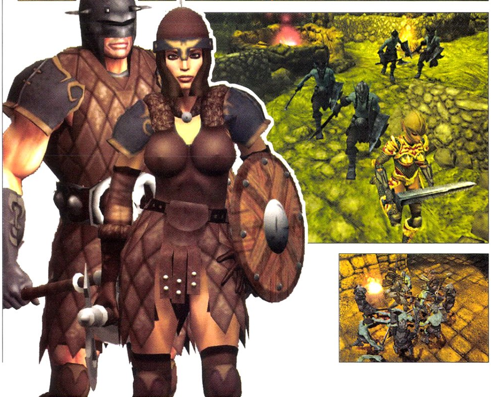
CHAMPIONS OF NORRATH
REALMS OF EVERQUEST

Better than Baldur's?

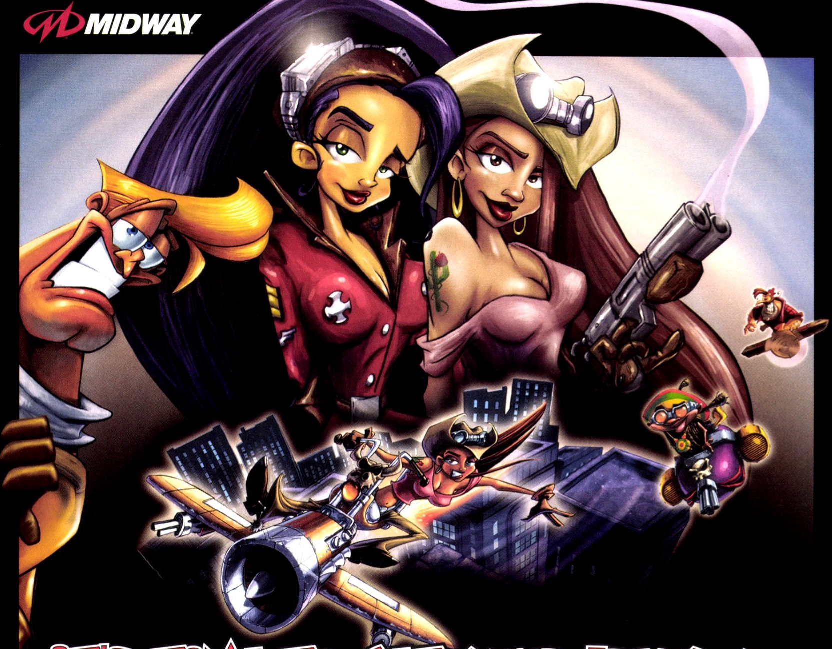
If you have to walk around killing B-movie-size spiders and other assorted ghouls and goblins this fall, *Champions* appears to be where it's at. Playing a near-final version reminds us not only of *Baldur's Gate: Dark Alliance*, but also of how *Champions* will leave its sequel in the dust. As if 45 randomly generated dungeons weren't impressive enough, SOE throws in online play for all us geeks. The amount of armor and weapons we've unlocked for just a few of the five character classes seems more than enough to satisfy our greedy little mitts.

Publisher: Sony Online Entertainment **Developer:** Snowblind **Release Date:** November

HANDS ON



MIDWAY



IT'S TIME TO GET YOUR FREAK ON

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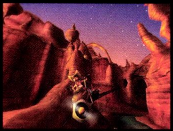

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PlayStation 2

TEEN

T

CONTENT RATED BY ESRB

Comic Mischief
Mild Violence
Suggestive Themes

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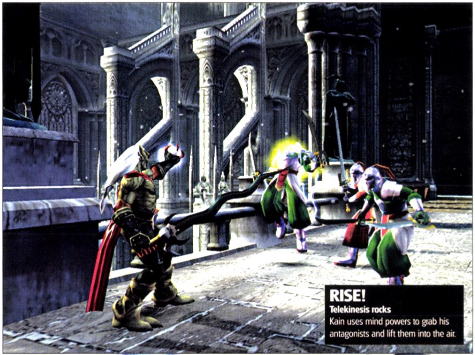
YOU'RE TOO HARDCORE IF...
...you can name every Belmont in chronological order: Leon, Sonia, Trevor, Christopher, Simon, Juste, Richter, Julius.

LEGACY OF KAIN DEFIANCE

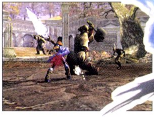
Defy this

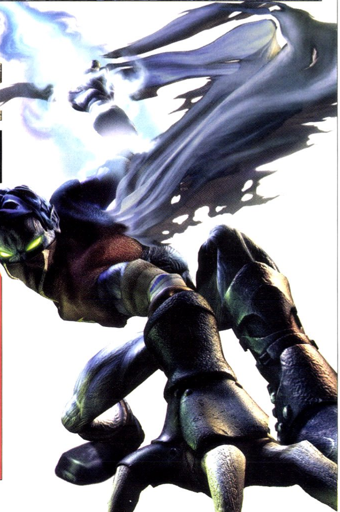
You want new screens? We got new screens! Not much new info, though, so these'll have to tide you over until we get playable code.

Publisher: Eidos **Developer:** Crystal Dynamics **Release Date:** November



RISE!
Telekinesis rocks
Kain uses mind powers to grab his antagonists and lift them into the air.

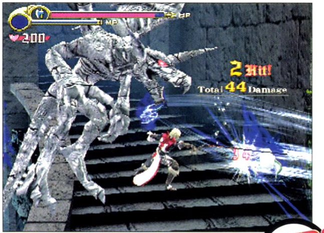




THE NAME GAME

Legacy of Blood Reaver

Did all those *Blood Omens* and *Soul Reavers* and *Legacy of Kains* leave you confused? Due to contractual entanglements with original co-developer Silicon Knights, Crystal Dynamics had to do some fancy footwork to keep the series going. But that's all been worked out now, and you can expect all future game titles in the series to be prefaced with simply *Legacy of Kain*. But here are all the past games in chronological order, just to set the record straight: *Blood Omen: Legacy of Kain* (1996), *Legacy of Kain: Soul Reaver* (1999), *Soul Reaver 2* (2001), *Blood Omen 2* (2002), *Legacy of Kain: Defiance* (2003). Feel better?



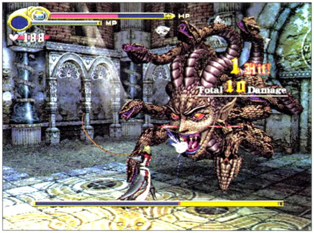
CASTLEVANIA LAMENT OF INNOCENCE

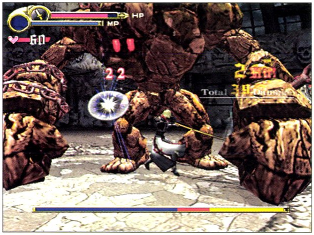
HANDS ON

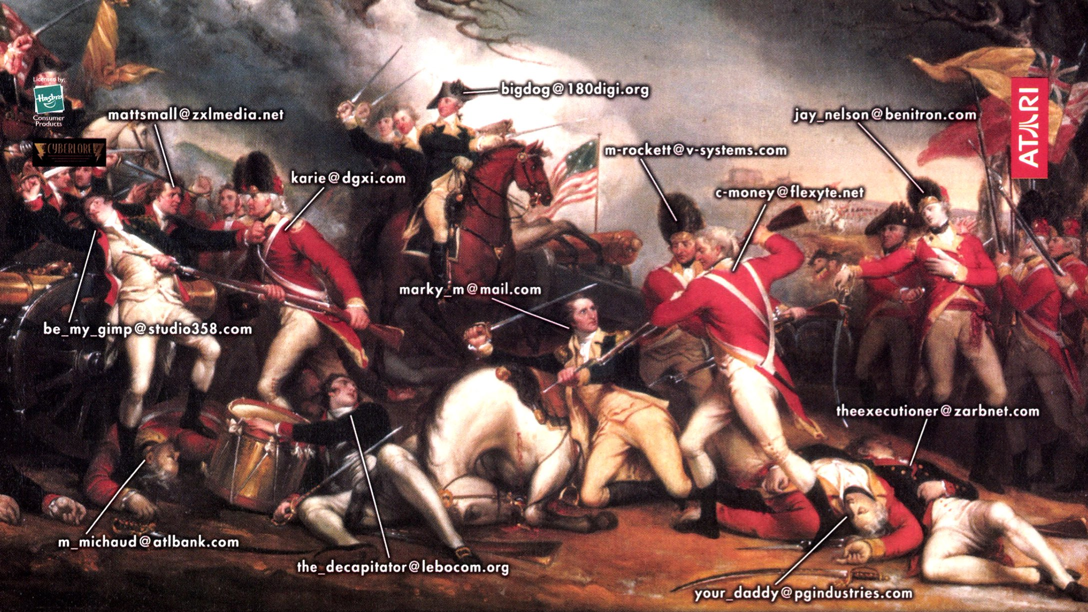
The first 3D one that counts

If you played the first 3D *Castlevania* games on N64, you probably remember thinking a single thought: "This *sucks*!" So, you might be inclined look at Konami's first PS2 game in the series, also 3D, with trepidation. Don't worry, though—this one's worth your time. "The way this game is designed still gives it a very 2D kind of feel," says Project Manager Jason Enos. And even though there's no doubt this is a strictly 3D affair, allowing you (as Leon Belmont) to go in any direction you desire, what we've played reveals Enos' words to be true—it just feels right somehow. We're impressed with the control scheme, as well, which allows you to pull off a variety of whip combos in a most intuitive manner. Our only quibble thus far: some overly tough jumps!

Publisher: Konami **Developer:** Konami **Release Date:** October



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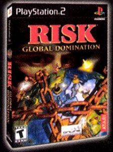
PlayStation 2
RISK
GLOBAL DOMINATION
ATARI

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RISK
ONLINE

TEEN
T
CONTENT RATED BY
ESRB
Mild Violence

ONLINE
BROADBAND AND DIAL-UP

PlayStation®2

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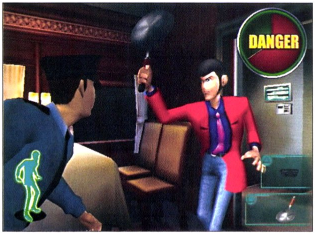
MONSTER RANCHER HOP-A-BOUT
Anyone remember this PS1 forgotten gem, which had your favorite monsters hopping about on pogo sticks?



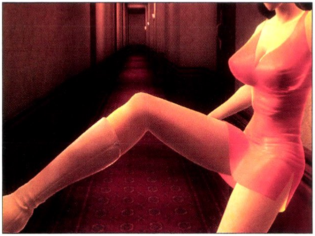
LUPIN THE 3RD
TREASURE OF THE SORCERER KING

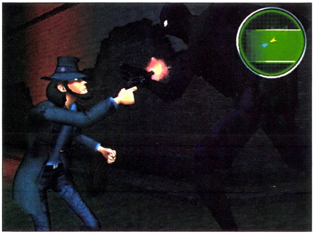
HANDS ON

Lupin in the 3rd dimension

Bandai's PS2 *Lupin* adventure, like many other anime-licensed creations, gives off a distinct fans-only vibe. In other words, if you already know that Arsene Lupin the 3rd is the ultimate underground stone pimp of the animated world and you worship at the altar of his iconic '70s-vintage coolness, then you might dig this game. If the previous sentence made no sense to you, though, just move along and don't think much of it. *Treasure* features an original story line in a full-blown 3D adventure with stealth and disguise elements mixed with traditional puzzle solving and a little bit of action. Fans should love it.

Publisher: Bandai **Developer:** Eia **Release Date:** November


Luscious Fujiko.



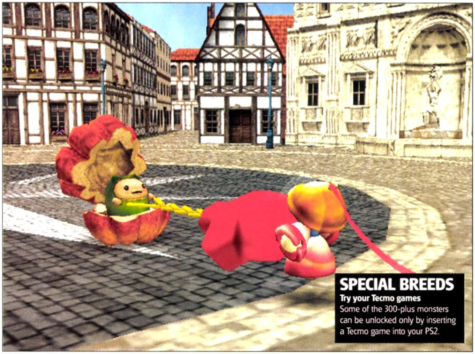
MONSTER RANCHER 4

HANDS ON

Breed the best beasties

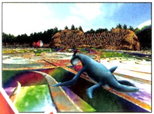
Sure, *Monster Rancher 3* came out for PS2 a couple of years ago, but it's only with *MR4* that we're finally seeing a true next-gen *Monster Rancher*. How so? Well, just about everything has been improved, resulting in a deeper training system, more flexibility, better-looking (and more expressive) monsters, and a slicker battle system (including tag-team attacks and three-on-one battles). But that's not all. Tecmo has tossed in a deep adventure mode in which you can take three of your critters along on quests, gaining experience and valuable items along the way. You can also customize your ranch with specific equipment, all en route to becoming the greatest breeder in the universe.

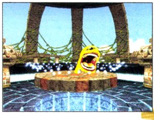
Publisher: Tecmo **Developer:** Tecmo **Release Date:** Fall

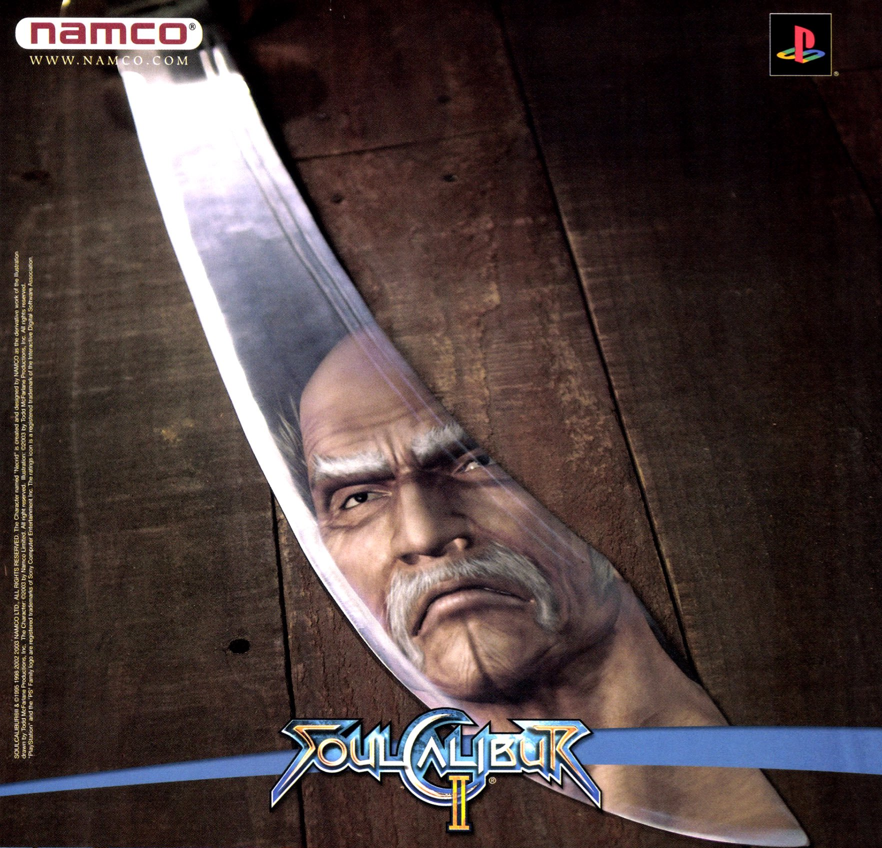


SPECIAL BREEDS
Try your Tecmo games
Some of the 300-plus monsters can be unlocked only by inserting a Tecmo game into your PS2.

だんじょん
ガルウ
ライガー
ビークロン







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MITSURUGI
34
VS BATTLE
TAKI
RAPHAEL
27
VOLDO
HEIHACHI
27
TAKI

TEEN
T
CONTENT RATED BY ESRB

Violence
Suggestive Themes

PlayStation®2

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